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Alundra

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February, 1998

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Read this while you still have time to save a life.

Gamer First Aid

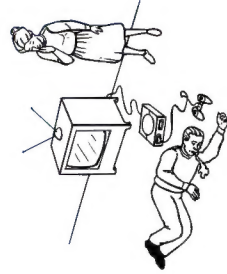
1 Stop the
game.

2 Call for
help.

3 Act quickly.
The victim
may faint.

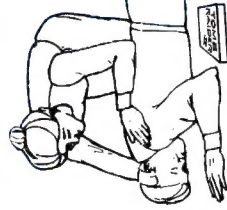
4 Get to the
nearest
hospital.

CPR for Gamers



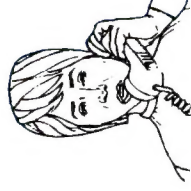
Assess the situation

Is the scene safe?
Has the game been saved?



Check for unresponsiveness

Gently tap and ask "Are you okay, dude?"



If they don't respond, call for help

If alone call for help first



Open the airway

Head tilt, chin lift



Check breathing (5 seconds)

Put your cheek over their mouth



If not breathing give two breaths

Pinch the nose & breath in slowly



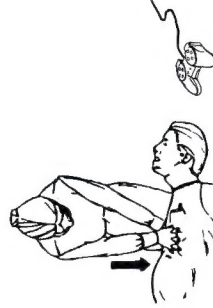
Check the pulse (10 seconds)

Check on groove on side of neck



If no pulse find compression position

Lower third of sternum (breastbone)



Perform 15 compressions

Depth: 1.5 - 2 inches, Rate: 80 - 100 per/min.



Give 2 breaths & 15 compressions

Perform 4 cycles (one minute)

After 1 minute recheck vitals (breathing and pulse)

- If no pulse and no breathing
 - If pulse but no breathing
 - If pulse and breathing
- Perform CPR (15 compressions and 2 breaths)
Perform rescue breathing (1 breath every 5 seconds)
Encourage victim to wait at least 5 minutes before restarting game

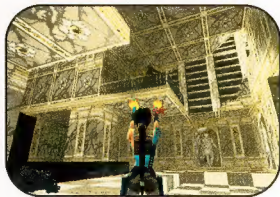
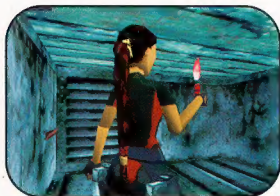
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In most Eidos-related emergencies, your first response will be to finish the victim's game, potentially resulting in the loss of a lot more than a friendship. So before playing games like Tomb Raider 2 or Deathtrap Dungeon, study the enclosed first aid instructions. Then mount them in an easily accessible location near your PlayStation™. And rest assured that once you've assisted the injured, you can finish what their lame ass couldn't.

EIDOS
INTERACTIVE
You've been warned.

February, 1998

Number 4.3

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Our Savior

Many features and functions of gaming have been analyzed and debated, but perhaps one of the most important and overlooked features raised quite a debate in the office lately: saving games. This unspectacular and yet immensely important feature is literally our "saving" grace. Whether it's a memory card function or an in-game save feature, this is clearly an important part of gaming. So what stirred up this discussion in our offices? Well,

several great games as of late have had some interesting implementations with saving that have actually affected their playability or enjoyment.

● **DIFFICULTY AND REPLAY:** One of the focal points was the concern of saves and how they influence the difficulty and replay value of a game. In the case of **Castlevania**, there are not only numerous saves, but they restored all life and magic. These abundant save points made the game easier with a completion time of about 15 hours, including most secrets (at least enough to get the good ending). On the opposite end of the scale is **Red Alert**, which has no in-game saves and relies strictly on passwords at the end of each level. The original PC version has on-the-fly saving, and without this feature, the game proves a lot more difficult on the console. Lastly, the challenging **Abe's Oddysee** used a compromising method where you can save in the game but only at certain checkpoints. This is mainly a puzzle-orientated game, but you simply couldn't save in the midst of partially completing the objective. The game required you to complete the task and then to go to the nearest checkpoint. By doing this it increased the difficulty of simply saving each stage of progress, but likewise it didn't put the demand on the player to go through a very long sequence in order to save.

● **BALANCING GAMEPLAY:** Some like the challenge and feel that too many saves make a game too easy while others argue the fact of replay and secret searching through the use of many saves. The balance is an integral point of a game's longevity as well as the overall experience of frustrations or over simplification. Personally, I like to be able to save and explore at my whim, but if it is not balanced, it becomes too easy. The key is balancing in terms of gameplay. If lack of saves are being used to exploit replay or difficulty, then it's simply done wrong. On the same token, if saves are used too frivolously, it can reduce and simplify gameplay.

● **SAVING CODES AND FEATURES:** On a similar note, the saving of features and codes took issue with a few games. One of the interesting cases that fueled the fire was the recent hit **Diddy Kong Racing**. After you beat the game, you get one of 21 codes. The problem is that the game doesn't save the codes. This requires you to remember them all and enter the ones you want to use each time you power up. This hit several editors pretty hard, especially after playing **GoldenEye** which let you save all the cool multiplayer codes. Another area of feature saving arose in our discussion with many fighting games such as **SF EX+ Alpha**. I love this game and unlocked all the characters, but then you're stuck with this memory card that you must always keep and take with you (unless you use the cheat code, but what's the sense of accomplishment there?) in order to play as the extra characters. This is a lot less severe than the previous example, but it would be nice to not have to worry about the card. The idea of earning codes is awesome, but I think we all agreed that they need to be as accessible as possible. After all, how many codes can you remember and how many memory cards can you afford?



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Latest multiplayer trend
Recovering from
Most company gifts

Crispin Boyer
Bloody Road
WCW vs. Nitro
Ultima "Buggy Beta" Online
Liquor

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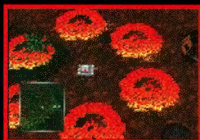


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SHOOT!



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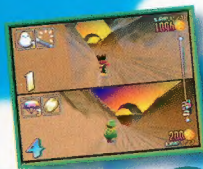
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-Nintendo Power,
Pak Watch, Volume 103

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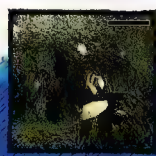
tricks

21 wayne gretzky '98

Get a fresh, new look for your players by entering in the Debug Mode code.

22 last bronx

By beating the game without losing and getting all the portraits, you'll receive some silly weapons.



24 tomb raider 2

Make Lara explode, get all the weapons or skip a level with these neat tricks.

29 s. empire strikes back

Receive various codes such as 99 lives, unlimited thermal bombs and all led powers.

trick of the month star wars: n-trax

Play through the game using different characters to unlock various hidden fighters.



EGM[®] takes its pound of flesh

Return to Raccoon City where the zombies are not content to just "stay at home." This time around, two people—Leon and Claire—must battle against the hungry flesh-eaters, but it won't be easy. In our first part of the Resident Evil 2 guide, the first half of both Leon's and Claire's scenarios have been mapped out.

We'll show you what new monstrosities you can expect. (You definitely will want to play with the lights on.) Begin defeating the evil on [PAGE 34](#).

"...the zombies have definitely gotten quicker."



special feature

console body slam

Wrestling is finally making its presence truly known on the consoles. WCW vs. Nitro is just one wrestling game and we highlight all the right moves you'll need to get the belt. Slam into the action on [PAGE 86](#).



strategies

left with a cliffhanger

Welcome back to our second installment to the Tomb Raider II strategy guide. Once again, we have a very detailed guide showing you the locations to the secrets needed to get to the next level. As well, we also pinpoint where the baddies will be, so you can either avoid them or blow their heads off. And just for an added bonus, we have a couple of cool tricks for you, too. Pick up where we last left Lara hanging on [PAGE 46](#).

"Unfortunately, this trophy is protected by a harpoon-toting flipperman."

the ins and outs of conquering your enemy

For all the generals who command their troops from their lazy E-Boys, we have the strategy guide for you. In this issue, we cover some of the tougher missions for the PS version of Command & Conquer: Red Alert. The guide also shows the general locations of enemies and valuable ore deposits. Your manual to destruction starts on [PAGE 66](#).

"...send one soldier to assassinate the leader."

it's definitely a wide, wide world out there

Alundra is a mind-boggling game that will leave some people very frustrated. However, EGM will help you with a six-page strategy guide on the first half of the game. We'll provide maps and answers to all of the difficult puzzles. So plunge into fantasy land on [PAGE 82](#).

"Don't forget to slash at the shrubbery to unveil secret items."



46



66



82

Gamers' Forum goes above and beyond the normal letters section: Learn who's scored big, gripe about gaming wrongdoings, find out what bigwig said what about whom, throw around some trash talk, check out the coolest envelope art around—and that's just the start! Include your name and complete mailing address when submitting letters.

1. Tomb Raider 2
2. Diddy Kong Racing
3. Abe's Oddysee
4. Bomberman 64
5. GoldenEye 007

STRATEGY TALK

Get more lives by squashing bears in Crash Bandicoot 2, learn how to play as Luke's dad and choose which way is best to defeat the Wind God.

Anyway, I have a tip that can get you about 18 lives. Once you get to the second platform, after you defeat Ripper Roo, hit the little polar bear outside the portal "Bear It." Keep hitting him until he gives you about 18 lives!

Brad and Chelsey Hauston
Hull, MA

Thanks for the helpful tip, Brad and Chelsey—just make sure no animal activists are watching you while you do it!

Stuck in a tomb

Dear EGM,

I can't find any codes for Tomb Raider 2. Can you please help?

Reno DeVito
Franklin, NY

All you gamers who are clamoring for codes should turn to this issue's *Tricks of the Trade* section for Tomb Raider 2 codes and cheats that will surely help you beat this tough game! Also, don't forget to turn to Part Two of the Tomb Raider 2 strategy guide!



Cause Lara to explode by entering the Self-destruct code.

Bloody codes

Dear EGM,

I was wondering if you had any codes for Blood Omen: Legacy of Kain? I'm stuck and need some help.

Daniel Jones
Salem, KY

Here are a few cheats for you Daniel:

■ **For Blood Refill:** While playing, press Up, Right, Square, Circle, Up, Down, Right, Left.

■ **For Full Magic:** While playing, press Right, Right, Square, Circle, Up, Down, Right, Left.

■ **To View All CG Videos:** Press Left, Right, Square, Circle, Up, Down, Right, Left while playing then Press Select to view the Dark Diary.

Up, up and away...

Dear EGM,

When playing Diddy Kong Racing,

I have noticed a minor flaw in Everfrost Peak. After you finish a race, the computer starts to steer your plane. When it gets to the first tree on the ledge, it hits it. Did Nintendo overlook this flaw or do I have a glitchy copy?

Kyle Roberts
Reedsville, WI

It's just a predetermined course that the computer takes all planes through, Kyle. You do not have a glitchy copy.



Follow the leader

Dear EGM,

I have recently bought 3D Lemmings for the PlayStation. I want to know if you could give me passwords or codes for it?

Pete Oncale
Garyville, LA

To get a Hidden Level Select Screen, select the Password Option. At the Password Screen, enter: LAMPWICK. If entered correctly, "Password Correct" will appear. Select the difficulty you want to play. After you choose Play, you will be taken to a screen full of levels to choose from.

For more Lemmings codes, turn to last issue's Best of '97 Tricks of the Trade.

I'm your father

Dear EGM,

In Star Wars: Masters of Teräs Käsi, I can't seem to get Darth Vader as a secret character. Could you help me out and give me the code? Thanks!

Pete Simmins
Salt Lake City, Utah

To get Darth Vader as a playable character, you must play through the game as Luke Skywalker. Don't forget to check out the last of issue EGM, Pete, since we published how to get most of the hidden players (Darth Vader, the stormtrooper, Jodo Kast) in that guide.



Darth Vader has similar moves as Luke Skywalker does.

One way or another

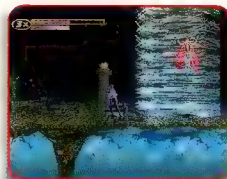
Dear EGM,

I wanted to tell you that your guide to MK Mythologies was messed up on how to kill the Wind God. To kill him, you should run to the ledge at the right side when he is getting the cyclone ready and press Down. From there, you should be able to hang on the ledge and the Wind God will explode in the cyclone.

Frank Hobyak
E. Lansing, MI

Both ways will work, Frank.

However, by following your suggestion, you run the risk of flipping off the ledge. (By the way, Justin Farkin of Green Valley, Ill., also wrote in with the same suggestion. Ours is still an "easier" way of handling the Wind God.)



It doesn't matter how you defeat the Wind God as long as you do beat him.



Console Games



1. **Autobots: Rescuing Optimus Prime** PS/Wal-Mart
2. **Last Bronx** SAT/Sega
3. **Diddy Kong Racing** N64/Rare
4. **SF Collection** PS, SAT/Capcom
5. **Monster Rancher** PS/Tecmo

Pinball Games



1. **Medieval Madness** Williams
2. **X-Files** Sega
3. **Attack From Mars** Bally
4. **Scared Stiff** Bally
5. **Addams Family** Bally

Arcade Games



1. **Tekken 3** Namco
2. **Golden Tee '97** Incred. Tech
3. **Striker 1945 Part II** Worldwide Video
4. **Dead Or Alive** Fablet
5. **Police Trainer** P&P Mktg./ICE

Japanese Games



1. **X-Men vs. Street Fighter** SAT/Capcom
2. **RPG School 3** PS/ASCII
3. **Puyo Puyo Sun** PS/Compie
4. **Sega Touring Car Champ** SAT/Sega
5. **J-League Pro Soccer Club Tsukuruu 2** SAT/Sega

Q&A

The Goddess answers why Felony 11-79 still ROCKS even though it only has three tracks, asks why cheats are needed in a game and gives thanks a 69-year-old gamer!

'Tis a felony

Dear EGM,

In your September issue, you said that Felony 11-79 "ROCKS," and that it would take two to three hours to complete. I would assume that's how long it would take if you got really good at the game. However, it only took me 45 minutes and my friend one hour to beat it on the first try. I have to say that I was very disappointed. (Only three tracks? What's up with that?)

For a racing game to be good, you need a lot more tracks than that. Didn't they learn that from Ridge Racer? This game was a great idea gone wrong!

Matt Salacain
Rochester, NY

You're correct in stating that there are only three levels in the game, and most gamers should be able to beat it within an hour or so.



Felony 11-79's tracks can be raced many different ways.

However, the point that needs emphasizing in the strat stats of the guide is "time to complete." For the person who played through the game just to simply beat it only completed about 25 percent of it. Each course must be raced four different ways—12 in total—depending on the objective required and the player who wants to complete the game and obtain all the items hidden in it (in this case, all 22 vehicles).

Pesky cheaters

Dear EGM,

Is it me or are the cheat codes in GoldenEye kind of pointless? I mean they're neat to have, but trying to get the hard ones are ridiculous. I have been trying for the invisibility code for about a month now and it is too hard. I have tried hundreds of routes around the level but to no avail—I am still 15 seconds off the mark.

C. Jameson
via Internet

Aren't all cheats "kind of pointless?" You can play a game all the way through without using them and still have as much fun as with using them. Cheats are just that—using the easy way out of a difficult situation. (Granted some games are extremely hard and the cheats do come in handy.) So why should the game makers create a cheat that is easy to get? Then again, game makers shouldn't have a



If GoldenEye's cheats are too hard to get, then why bother trying?

cheat in a game, but then make it almost impossible to pull it off.

Readers, what are your opinions on cheats? Should accessing a cheat be easier/harder to do in a game or should codes not be in the game at all? Write us with your opinions.

Age-old wisdom

Dear EGM,

I really enjoy your magazine, and I am glad that I subscribe to it. My husband passed away a few years ago, and I did not know what to do. So my son (age 34) started me (age 69) out on a Nintendo. Soon I bought the Super NES, the N64 and the PlayStation. I've completed 45 games in my lonely days and have received lots of help from your mag.

Evelyn Dalton
Hilton, NY

See fellow readers, you are never too old to start gaming! Thanks for the letter, Evelyn! It meant a lot to us!

WHAT IF?

OK, here's another chance to let your creativity really shine! Send your "What ifs" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing you can imagine and write it down! Easy enough!

...we could use PlayStation controllers to control our siblings?
...Turok hunted for Barney and Baby Bop?
...in the game Independence Day, you could be the aliens and destroy the world?
...Lara Croft fell madly in love with the bear?

Nick Bartolero
Waukesha, WI

...Doom only had Nerf ammo?
...the VF Kids hit puberty?
Samantha Booth
Santa Cruz, CA

...the 64DD is Diddy 46 backward?
...Reptile on MK4 is an alien?
...if he is, then will Smith be a secret character?

AUDIODEAVE
via the Internet

...Tickle Me Elmo became a video game?
...it sold more than the doll?
Melissa Woodford
Sherwood Park, Alberta

EGM²

LETTER ART

Hank LaFramboise
Rapid City, SD



Charles Kusiak
Macomb Twp., MI

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

"Tekno Kat"
Lake Forest, CA



Lance Stewart
Springfield, MO



Haly Chhe, of
Long Beach, CA, won an ASCII Specialized Control Pad for the PlayStation.



Put your creative skills to the test by decking out a plain #10 envelope (you know, the long business type) with your own unique touch. Send your letter art submission to: EGM Letter Art, 920 Highland Avenue, Suite 222, Lombard, IL 60118. (Note: Entries submitted on anything other than a #10 envelope will be disqualified.)

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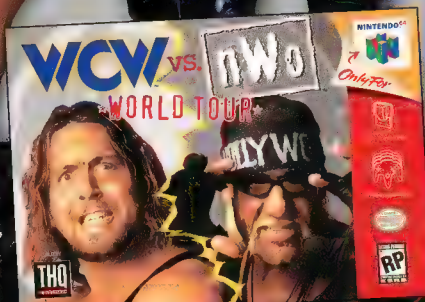
—GamePro, July 1997

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News



Thankfully, Tekken 3 will not require any hardware add-on to run it. It looks like the arcade version, but how close will it play like it?

■ We knew it was coming—Tekken 3 for the Sony PlayStation. Namco reps target a release date in '98, and based on the PS screen shots shown here (there are more of these shots on VideoGameSpot), it looks virtually identical to its coin-op original.

Namco also squashed rumors that the game would require an add-on device to handle the 3-D graphics. Still, the development team in Japan expects it to be a straight-on conversion with all characters.

■ The PlayStation and Nintendo 64 home conversions of *Mortal Kombat 4* have been delayed from March to an unspecified date. VideoGameSpot reports these versions will be more than just ports, with at least one extra character added for both, plus new introductory FMVs for the PS version.

Bargain Bin?

The holidays may be over, but it's never too late to find the best deal on a new video game system. If you're a potential buyer, make sure you don't miss VideoGameSpot's holiday report about how to get the most video game out of your hard-earned cash!



New features plus EGM-based strategies can be found in the Features section.



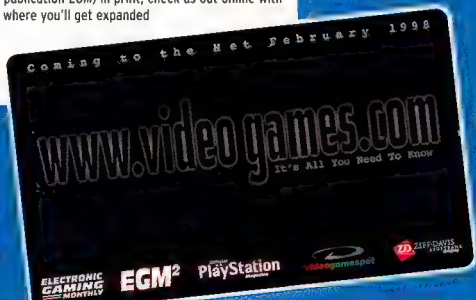
ELECTRONIC GAMING MONTHLY & EGM²

Online: New and Improved!

If you just can't get enough of *EGM* (or our sister publication *EGM* in print, check us out online with our newly redesigned Web site! It's the only place where you'll get expanded coverage about our features, news, previews, reviews and strategy guides—as well as give you the chance to offer feedback! Here's just a snippet of cool info found in *EGM* issue 103:

From the files of O-Mann: Rumor has it that Sony is considering a different format for the PlayStation 64. It'll either be a recordable DVD or a proprietary MiniDisc format. Whatever the choice (cost is the major factor of the moment), the PlayStation 64 seeks CD capacity plus game rewriteability—something Nintendo boasts with the Nintendo 64 "Bulky Drive".

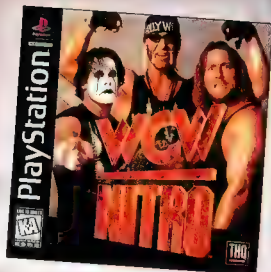
...Speaking of "Bulky Drive," *EGM* has an in-depth feature about the state of this much-awaited peripheral, featuring information acquired directly from Nintendo's top officials. Slated for a June '98 release in Japan, the Nintendo 64 add-on hopes to combine cartridges and disks to create new, revisable games.



www.videogames.com

For daily news updates from the editors of *EGM*, *EGM²*, *MicroGameSpot*, *Simulation* and *Computer Gaming World* visit: <http://www.videogames.com/news/index.html>

too much for you?



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1:30 PM,

BRISTOL, ENGLAND -- AS CONAL WILMOT

EXPLAINS IT, "I SEE HER EVERYWHERE...

IN THE PUB, THE SHOPS AND ONCE, RIGHT THERE

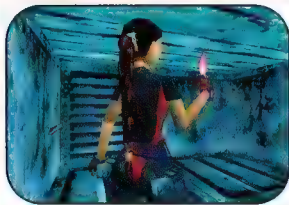
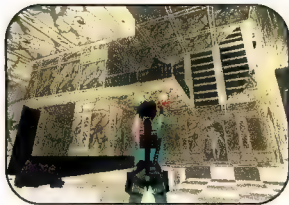
NEXT TO ME IN THE LOO. BUT THEN, I TURN MY HEAD

AND SHE'S GONE." CONAL'S MOM THINKS HE'S "PLAIN BARKING

MAD." HIS BEST BUDDY MICK JUST WISHES IT WOULD HAPPEN TO HIM.



**TOMB
RAIDER**
STARRING LARA CROFT
II



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Inset photo (above): Without warning, tea time becomes TR II time.

EIDOS
INTERACTIVE
You've been warned.



Tricks & Cheats

Score big with a GameShark from InterAct Accessories and EGM!



If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the people at InterAct if you are given credit for submitting a great trick in this section, you will win a free game. For more details and rules on the contest, read the text below. E-mail your tricks, and cheats to: tricks@zd.com

and be sure to include your name, address, city, state and zip. Or you can mail your trick to:

Tricks of the Trade
1920 Highland Avenue Suite 222
Lombard, IL 60148

Contests like this are only found in the Best Video Game Mag, EGM!

TRICK OF THE MONTH

Star Wars: Masters of Teräs Käsi

System PlayStation Publisher LucasArts



To get Mara Jade you must hold down the L1+L2+R1 buttons here.

In the game there are several secret characters that you can get. Follow the directions to release each one.
Stormtrooper: Play through the game on a hard setting with Han Solo.
Darth Vader: Play through the game using Luke Skywalker on any setting.
Jodo Kast: Play the Survival Mode and go through all 10 fighters.



Enter Team Mody and win the following battle on Jedi difficulty.

Slave Leia: Beat the game with Princess Leia on the Jedi Level of difficulty.
Mara Jade: To get Mara Jade you must press and hold L1+L2+R1 when you enter the Team Mode. The difficulty setting must be set on Jedi. If done correctly, the computer will automatically select your fighters and the battle for Mara Jade will begin. If you beat the computer, she will become a playable fighter.



To get your secret scroll left or right on the Character Select.

You can also get a Level Select if you play through the game with Chewbacca on any setting.

Ismael Raschi
Potomac, MD



Cheat Sheet

Secret Fighters

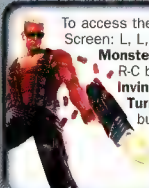
Play through the game with a certain character at various difficulty levels to unlock hidden fighters.

POWER TRIP

worthless useful godlike

Duke Nukem 64

System Nintendo 64 Publisher GT Interactive



To access the Cheat Menu enter this code at the Title Screen: L, L, L button, L button, R, L, L
Monsters Off/On: L button, L-C button, L, R button, R-C button, R, L, L
Invincibility: R button seven times then L
Turn Items on: R button, R-C button, R, L button, L-C button, L, R-C button, R

Ti Ho
Manassas Park, VA



Enter all of the codes from the Main Menu Screen.

Cheat Sheet

Cheat Menu and Cheats

Enter the code to open the Cheat Menu. Then enter in the other codes to unlock the Secret Options available within the game.

POWER TRIP

worthless useful godlike

Contest Rules:

1. **Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game in "Tricks of the Trade," 1500 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at egmtricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by February 20, 1996. All entries become property of Sponsor and will not be acknowledged or returned. Sponsor's selection is responsible for all mistakes, misprints, misreads, misprints, postage due, or misdirected entries. Sponsor reserves the right to cancel all entries at any time with appropriate notice. Only one prize per family, organization, or household per state. Winners names may be printed in EGM and/or EGM. However, only one prize shall be awarded.

2. **Prize:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. This best trick submitted by the First Prize winners will be included in the Grand Prize Winner. One Grand Prize winner will receive in addition to the First Prize (second prize) one (1) GameShark Game Play has an approximate retail value of \$100.00. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (1) Originality (25%), (2) Novelty (25%), (3) Accuracy (25%), and (4) Originality (25%). Judging to be held on or about February 25, 1997. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions or prizes are allowed. Except the choice of Sponsor should be followed prizes become worthless.

3. **Code of Writing:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada, valid in Canada. Non-compliance with the same parameters contained herein or receipt of any prize or prize money is an acknowledgment of the Sponsor. Winners or their legal guardians shall sign an affidavit of eligibility to receive the prize, acceptance within 5 days of receipt or forfeit prize by acceptance of prize, which shall be the use of their name and/or likeness for purposes of advertising, sales, or promotion without further compensation, unless prohibited by law. Employees of GT Interactive, Inc., InterAct Accessories and their respective affiliates are not eligible. Neither GT Interactive, Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related subsidiaries are responsible for any damages, losses, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are based on the condition that GT Interactive, Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, deaths, or damages of any kind resulting from acceptance, possession, or use of the prize.

5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope containing the month for which the winners list is requested to: "Tricks of the Trade" Winners List, 1500 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners list will be received by the 15th day of the month following the on-sale date of the publication. Allow 4 weeks for delivery of all winners.

6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. **Sponsor:** This contest is sponsored by GT Interactive and InterAct Accessories, Inc. ©1995 GT Interactive, Inc. All Rights Reserved. Printed in U.S.A.

C&C: Red Alert

System Publisher Cheat Sheet

In-game Codes

While in a mission go to the sidebar and hit the Cancel button over the correct order of symbols. Some codes may carry over to other missions.

To activate these codes you must go to the sidebar while in mission. Hit the Cancel button over the symbols in the order listed.

Money: Square, Square, O, X, Triangle, O

Free Nuke: O, X, O, Triangle, Square, Triangle

Free Chronoshift: Triangle, O, O, Square, Square, X

Unshroud the Map: Square, Triangle, O, X, Triangle, Square

Soylent Green: X, O, Triangle, Triangle, O, X

Win Level: X, Square, Square, O, Triangle, O

Jason Lim
Ventura, CA



Wayne Gretzky '98

System Publisher Cheat Sheet

Change the Look of Your Players

Enter the Debug Mode from the Options Screen. From there use the C and R button to adjust the appearance of the characters.

or any of these codes to work you must first go into the Debug Mode. To do that go to the Options Screen and hit C-Down button+R button, C-Left button+R button. A window will pop up that will allow you to change the appearance of your players. Press C-Down button+R button to change the head size; C-Left button+R button to change the body size; C-Up button+R button to change the height. Here are some examples as they would look in the window and the effect.

100000: Stocky Players, Big Heads

100000: Stocky Players, Small Heads

001000: Small Players, Small Announcer



Enter the codes from the option menu, then start a game.



You can get some seriously funny games going with these codes.

000100: Large Players, Large Announcer

000010: Crunched Players, Small Announcer

000001: Elongated Players, Large Announcer

110110: Large Players, Small heads, Large Announcer

010010: Crunched Players, Large Heads, Small Announcer

Benjamin Yavitz
St. Louis, MO

Duke Nukem 3D

System Publisher Cheat Sheet

Cheat Codes

Use the first code to enter into a Debug Mode. Then from an in-game pause type in the other codes to get the various effects listed.

To enter a kind of Debug Mode where you can enter in some cheat codes to affect play you must press and hold X, Y and Z for about 10 seconds at the Main Menu Screen. If you held it long enough, you will see "input info on" appear on the bottom of the screen.

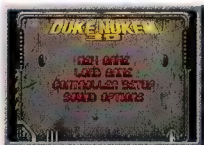
Once that code is entered, press pause while in game and hit these keys for special modes.

All Weapons: Z, X, X, Z, Y, Z, Y, X, Y

God Mode: X, Z, Z, X, Y, X, Y, Z, Y

Level Select: X, Y, Z, Z, Y, X, X, Z, Y (DONE AT MAIN MENU)

No Monsters: Z, Z, X, X, Y, X, Y, X, Z (DONE AT SKILL LEVEL)



Hold X+Y+Z for about 10 seconds here to start the code.



With this code you will have your inventory filled.



Put on God Mode to cruise through any level.

Worldwide Soccer '97

System Publisher Cheat Sheet

Special Moves

While you are playing in a game, perform these controller combinations to get a special move.

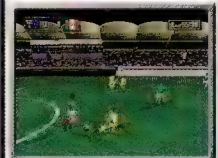
You can make your player do some special moves at any time while you are playing in a game. To do these you must perform a series of keystrokes while playing.

Back Flip: When running press back, forward then B.

Side Step: When running double tap to the right or left.

Rainbow Kick: Press Left, Left+Down, Down, Right+Down, Right+B.

* NOTE: Done on a pre-production copy of the game. Subject to change without notice.



tricks & trade

Star Wars: Masters of Teräs Käsi

(LucasArts/PlayStation)
Remove Power and Force Bars

By entering this code you will remove the force and power bars on the Fighting Screen. Hold L1+R2+Select while the match is being loaded.



Bomberman 64

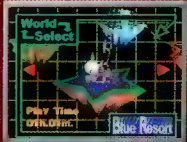
(Hudson Soft/Nintendo 64)
Custom Parts

In the game there are several custom body parts that you can find for Bomberman. Here are a few of them and where to find them:

Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge.

Iron Armor: In the white glacier. It is in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.

Cat suit: It's in the blue resort on Level 3.



WCW vs. NWO: World Tour

(THQ Software/Nintendo 64)
Bonus Characters

To get any secret characters you must beat each league. After beating a league you will be rewarded with a secret character. Once you beat all of the leagues, you will be given a new league to fight. Once you beat this league you will be rewarded with the final secret characters. The secret characters are: Diamond, Dallas Page, Macho Man, Randy Savage, Glacier, Wraith, Joe Bruiser and Black Widow.



One

(ASC/PlayStation)
All Weapons/Level Skip

Here are a couple of codes that will help you out if you are stuck. Enter them at the Password Screen.

All Weapons: Maxpower.
Level Select: Heavyfeet.

Castlevania: SoTN

(Konami/PlayStation)
Special Audio Track

To hear a very special song you must insert your Castlevania: SoTN disc into a CD player or your PlayStation with the door open. Track one is the data track, but track two starts with Alucard talking and then follows in with a very cool mix of a song in the game.

David Fisk
Address unknown

Aerofighters Assault

System **Nintendo 64**

Publisher **Video System**



Try to complete all of the missions.



You will get a new plane in Deathmatch for each mission.



If you complete all the bonus missions, you will get Spanky.

These codes will give you a couple of new pilots and some new planes. Some of them must be earned while others are codes. See each one for what you get and how to obtain the extras:

Enable Spanky: To get him you must complete all three bonus missions.

New Planes in Deathmatch:

For each mission you complete you will get a new plane.

Extra Pilot and Plane: At the Title Screen, not the Main Menu Screen, press C-Left, C-Down, C-Right, C-Up, C-Left, C-Right, C-Down. Then check in the Plane Select Screen on the far left.

Garret Gooch
Memphis, TN



The new pilot and plane will be available once you enter the code at the screen above—don't enter the code at the Main Menu.

Cheat Sheet

Extra Pilots
and Planes

Reach the objectives or enter the following codes to receive some pilots and some new planes.

POWER
TRIP



Last Bronx

System **Saturn**

Publisher **Baga**



Turn the machine of and on and get to this point 15 times.



You will then be rewarded with three new difficulty levels.



To get the new weapon, you must have three portraits for a fighter.

This game has many secrets to it. One secret is the **special difficulty levels**. Once you have opened the door of your Saturn and started the game 15 times, you will be rewarded with three new difficulty settings: Defense, Berserk and Judo.

Portraits: There are three sets of portraits for each character. Obtaining these portraits will open up other

cheats. In order to get them, you must play through difficulty levels Normal, Hard and Arcade. You must play through each level without losing to a single fighter.

Joe Weapons: Once you obtain all three portraits for a character, you will be able to get the weapon for that character. The column that your character is in is the direction that you must press and hold.

For example, for Joe press and hold Right on the D-pad.

Movies: If you enter into Saturn Mode and play through, you will be rewarded with a movie of your character and his arch-enemy. Press the A or C buttons to watch the movie and the B button at any time to return to the Movie Viewing Screen.

Cheat Sheet

Secret Movies
and Weapons

You must beat the game several times without losing in order to receive all of the portraits. With this done you will get some silly weapons.

POWER
TRIP



POWER and PERFORMANCE

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Diddy Kong Racing

(Rare/Nintendo 64)

Drumstick, T.T. and the Secret Fifth World

In order to get Drumstick as a playable character, you must get all of the amulets and all of the trophies. Then head to the point that you started at and find the frog with feathers. Honk at it and you will get him.

To get T.T. you must beat his personal time on every time trial track.

In order to get to the fifth secret world, you must get all of the amulets and trophies. Then go in front of the lighthouse and honk at it. It will transform into a rocket and take you to the Space World.



Time Crisis

(Namco/PlayStation)

Extra Lives, Unlimited Continues and Shots

To get an extra menu where you will be able to manipulate the amount of lives you start with, the amount of continues that you will have, and the amount of shots that you can fire, you must do some sharp shooting. You must shoot the gun at the hole in the R in the title twice and you must shoot the crosshair twice. You have to do it fast, but if done correctly, it will open up a new menu. From here you will be able to manipulate all those things previously mentioned.

Eric-Glen A. Mariano
Ewa Beach, HI

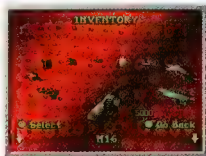


Tomb Raider 2

System PlayStation Publisher Eidos Int.



This is your inventory before the All-weapons code is used.



This is after the code. You will have 3,000 shots for each weapon.



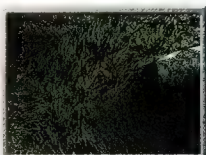
Although cool to watch, self-destructing makes you restart.

Enter these codes to get some helpful, and not so helpful but funny, results. Each code must be entered while in a level.

Level Skip: Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three times, then do a front jump and turn around in midair (Up+Square, then Circle).

All Weapons: This trick is the same as the level skip except at the end do a backflip and turn instead of a front jump. You should hear a click if you did the trick right.

Self-Destruct: Step forward, step backward, turn around three times, then jump any direction.



The level skip can be very useful if you get stuck in one of the very long levels. It takes you to the end cinema.

Jeremy Melis
Terre Haute, IN

Cheat Sheet

Game Cheats

Do the moves for each cheat on a flat surface if possible. You must be quick. The tricky part is the jump and turn.

POWER TRIP



X-Men vs. SF

System PlayStation Publisher Capcom

Cheat Sheet Various Codes

Use these codes to get some secret characters and also beat the game to get a secret combo gauge.

Here are a couple of secret characters to play as in this killer fighting game.

Gouki: Go to the top row of characters and press Up once more.

Alpha Chun-Li: Hold Start when highlighting Chun-Li and press any button.

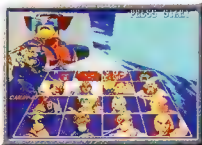
You can get a random select by highlighting any character on the left or right side and press and hold Left or Right until the random selection starts.

You can get the combo gauge, you have to beat the game twice.

You can still beat on your opponent after you defeat him in the normal rounds. While you are doing your victory stance, press Start. You can then move around and execute moves.



Press Start during your victory stance to keep fighting.



Go to the sides and hold Left or Right to get a random select.



To get Gouki, press Up once more at the very top.

C-Police

System PlayStation Publisher Capcom

Cheat Sheet Access All Bonus Levels

Enter the Password Screen and type in the password "pantaloni." This will give you access to all of the hidden bonus levels.

Enter the Password Screen. From there enter the password "PANTALON." This will open up all of the bonus levels in the game.

SPECIAL NOTICE

Over the next couple of months, I will print lists of monsters for Monster Rancher. I will show you what it takes to create each one and rate their rarity. Keep watching future issues for info...

Diddy Kong Racing

Nintendo 64/Nintendo

Racing Cheat Codes

Enter these codes in the Magic Codes Menu. If you turn off the power, you will have to re-enter the codes.

Horn Cheat: **BLABERMOUTH**

Two-Player Adventure: **JOINTVENTURE**

All Balloons are Yellow: **BODYARMOR**

All Balloons are Rainbow: **OPPOSITEATTRACT**

All Balloons are Green: **TOXICOFFENDER**

All Balloons are Red: **BOMBSAWAY**

All Balloons are Blue: **ROCKETFUEL**

Disable Weapons: **BYEBYEBALLOONS**

No Limit to Bananas: **VITAMINB**

Bananas reduce speed: **BOGUSBANANAS**

Disguise Bananas: **NOVELLSTUFF**

Zip the Zippers: **ZAPTHEZIPPERS**

Ultimate AI: **TIMETOLOSE**

Maximum Powerup: **FREEFORALL**

Start with 10 bananas: **FREEFRUIT**

Music Menu: **JUKEBOX**

Big Character: **ARNOLD**

Small Characters: **TEENYWEENIES**

Select Same Player: **DOUBLEVISION**

Display Credits: **WHODIDTHIS**

Four-wheel Drive: **OFFROAD**

Doom 64

Nintendo 64/Midway

Level Passwords

These passwords will take you to some of the hardest levels in the game. On the Title Screen, go into the Options. From the Options, choose Password and enter these codes as shown:

The Terraformer: CB92NBPLSYL7J027

Holding Area: CYCOMGPXK47GTS2B

Alpha Quadrant: BXR0TH1F52GG7W7B

Final Outpost: FV9FL55QGFVDWJB

Main Engineering: BXYH7G416Z4JPJZ7

Tech Center: CF37PG6D512ZPFKB

Research Lab: BBXWHLGSXB8F4RKB

Even Simpler: FFLBMQ6CVV1CPF1B

Hercules

PlayStation/Virgin Interactive

Game Passwords

Enter the following passwords at the Password Screen to access various levels within the game. The vases will spin if entered correctly. For "Hero's Gauntlet" enter: Hydra/Medusa/Shield/ Medusa. For "Centaurus Forest" enter: Centaur/Herc's head/ Minotaur/Archer. For "Big Olive" enter: Centaur/Shield/Hydra/Herc's Head. For "Hydra Canyon" enter: Shield/Helmet/Soldier/Soldier. For "Medusa's Lair" enter: Archer/Pegasus/Archer/Centaur. For "Cyclops Attacks" enter: Helmet/Pegasus/Herc's Head/Archer. For "Titan Flight" enter: Soldier/Shield/Shield/Lightning. For "Passageways of Eternal Torment" enter: Medusa/Soldier/Centaur/Pegasus. For "Vortex of Souls" enter: Soldier/Lightning/Soldier/Centaur. One more code to try out is the **FMV cheat**. Just go to the Password Screen and enter: Pegasus/Soldier/Centaur/Soldier. Once this code is entered, you should be able to view all the videos within the game.



Donkey Kong Country 3

Super NES/Nintendo

Cheat Codes

Just enter the Cheat Enable code first.

To do this, go to the Game Select

Screen and press buttons: L, R, R, L,

R, R, L, R, L, R. An Enter Code Screen

will appear. Now, enter any of the following

codes in the space given to receive various

cheats and effects in the game. Enter **MUSIC** for a Music

Test. Enter **LIVES** for 50 lives at the start

of your game. Enter **COLOR** for a change

of clothes on Dixie and Kiddy. Enter **MERRY**

for Christmas music on the Bonus levels. Enter **TUFT**

for no Continue barrels. Enter **ASAVE** to

automatically save after completing a level.

Enter **WATER** to enter the waterfall for a

hidden bonus game. Enter **ERASE** to erase

the record times. Entering **HARDR** will

make the game a little more difficult (but the effect is hard to notice).



Ristar

Genesis/Sega

Level Select

At the Password Screen, enter the password **I LOVE U** to gain access

to all levels of the game. If done correctly, you will see "Select

Active" after entering the code.

NCAA Football '98

PlayStation/Electronic Arts

Many Cool Codes

Here are some awesome codes for NCAA Football '98. At the User Records Screen, enter one of these names to release a cheat for either a new team, or a cool code. Check out these tricks:

FOOTBALL CHEATS

ELECTRICH—Electric Football

SEE FMV—Enables the FMV Menu

WHOLE POLL—See 112 teams in the poll

GB SPEED—Fast Players

COOLSITE—Show all stadiums

EASPORTS—EA Sports Team

TIBURON—Tiburon Team

SHORT QUART—15 second quarters

Killer Instinct Gold

Nintendo 64/Nintendo

Special Codes

Use this key for the Music and Stage select

trick: 1—Quick Punch, 2—Medium Punch, 3—Fierce Punch, 4—Quick Kick, 5—Medium Kick, 6—Fierce Kick, U—Up, D—Down. To

access the Music and Stage Select: In a two-player game, the first person will

choose the stage and the second person

will choose the music. Hold the buttons

accordingly for the results: Sabrewulf's Lair—U+1, Maya's

Jungle—U+2, Gargos' Crash Site—U+3,

Tusk's Stone Henge—U+4, Fulgore's

Museum—U+5, Orchid's Head—U+6,

Jago's Bridge—D+1, Gargos' Castle—D+2,

Combo's Street—D+3, Kim Wu's Dojo—D+4,

Spinal's Ship—D+5, Sky Stage—D+5

(Both players must press). For Random

Select: Hold Up and press Start at the

Character Selection Screen. To access

Gargos: At the character profile demo, press

Z, A, R. You'll hear Gargos laugh. Now

he is selectable. To Change Colors: At

the character profile demo, press Z,

B, A, Z, A, L. You'll hear, "Welcome."

You can now choose the gold, shadow,

etc. colors.

Resident Evil

Saturn/Capcom

Battle Game

There is a special mode in the game. In this mode you are given most of the weapons, a ton of ammo and a whole bunch of targets. To get this mode you must first start a normal game and save anywhere. Reset the game then and when it comes to the Title Screen hold X, Y, Z on controller two, and press Start. The screen will flash and you should now be able to select Battle Game Mode.



Nintendo 64 Codes

Aerofighters Assault

Infinite Chaffs: 8027e017000a

Infinite Special Weapons:

8027e4d20002

Duke Nukem 64

Infinite Grenades: 802a5a7000f

Infinite Jet Pack: 812a5a8e0640

Infinite SMG Ammo: 802a5a0500ff

SMGs/Grenade Launcher:

812a5abc0101

Cheat Menu: 801012d80001

Expander/Missile Launcher:

812a5abc0101

Have All Keys: 802a5a47000f

Infinite Expander Ammo:

802a5a0d00ff

Infinite Laser Trip Bomb Ammo:

802a5a1300ff

Infinite Missiles: 802a5a0f00ff

Infinite Fire Bomb Ammo:

802a5a0900ff

Infinite Plasma Ammo: 802a5a1100ff

Infinite Shrinker Ammo:

802a5a0b00ff

Pipe Bombs/Shrinker: 812a5a0e0101

Plasma Cannon/Laser Trip Bombs:

WHICH ONE of these THREE CARS
WOULD YOU RATHER be DRIVING?



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AS YOU CAN SEE (SORT OF), NEED FOR SPEED HAS GONE DOWN AND DIRTY.

IN NEED FOR SPEED V-RALLY YOU CHOOSE FROM 11 WORLD RALLY CHAMPIONSHIP CARS.

THEN YOU SLUG IT OUT DAY OR NIGHT OVER 42 PERILOUSLY LIFE-LIKE, GRITTY OFF-ROAD TRACKS. SNOW. RAIN. FOG.

AND IF YOU'RE LUCKY, BLISTERING HOT SUN ROUND OUT THIS BRUTALLY RAW JOURNEY. BRING SOAP.

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War Gods

Nintendo 64/Midway Special Cheat Menu

As soon as the War Gods logo appears on the screen, use the directional pad and the buttons (not the analog joystick) to enter the following code very quickly: Right, Right, Right, B, B, A, A. If you did it quickly enough, you will hear the announcer say, "All too easy." At the Main Menu (Start/Options) Screen, highlight Options and enter it. A new option will be available called "Cheat Menu." Choose this menu to get a new screen filled with Options such as a Level Select, Timer Option and skill levels for players one and two. Depending on the length of these meters, your life meter in the game will either go down slower or quicker. Also, easy fatalities will be available. When you are about to finish your opponent, make sure to stand the correct distance with your character, and press A+B+Top C+Right C buttons simultaneously for the fatality.

Namco Museum Vol. 4

PlayStation/Namco Hidden Game

Go into the museum and from the information booth, go right and up the stairs. Now, turn to the left and you will see a room next to the game rooms called the X-Room. Go into this room and hold the L1+L2+R1+R2+Up simultaneously. With these held, press Triangle. You will hear a sound and the room will flash white for a second. To the right of the dark room will be a woman with green clothes. Stand in front of her and press X. She will then disappear and you will be left with the pedestal in the middle of the room and the words "Assault Plus" flashing above it. Access the pedestal and the arcade game will be the new Assault Plus game!

Super Mario RPG

Super NES/Nintendo

Unlimited Coins

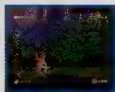
Near Tadpole Pond, there is a place called Rose Way. (This is where the trick is to be done at.) Go to the screen with the five chests and the shygys on top of them. Proceed to hit the chests very quickly (so the shygys don't hit you), until you receive the five coins that were in the chest. Proceed to the next chest. Skip the chest with the mushroom inside. Once finished, leave the screen (from either side) and then re-enter. The chests should all be back! Begin this method over again until you receive your desired amount of cash! Also, if you kill the two bandit guys who chase you, you shouldn't have to fight at all—unless you accidentally touch shygys when he pops out of the chest.

Pitfall: The Mayan Adventure

Super NES/Activision

Infinite Continues

Once the Continue Screen appears, rapidly press the Start button on controller one. If done correctly, you will receive nine continues. You can do this repeatedly, so technically, you can get infinite continues!



Wayne Gretzky 3D Hockey

Nintendo 64/Williams Entertainment Various Cheats

In order to change the players' attributes, go to the Options Screen. Press and hold any of the C buttons and then press R (shift). By doing this it will change the "Specials" numbers at the bottom. Enter the following for various results:

- 11000000=Small heads
- 01000000=Giant heads
- 11011000=Giant players, small heads
- 01011000=Giant players, giant heads
- 00011010=Giant players
- 01101010=Midget players, giant heads
- 00001100=Crunched players
- 00000110=Elongated players

To turn players invisible, go into the "Replay" Option before the faceoff and press L or R. While the players are flashing press the Z button to make them disappear. Then continue your game to see your invisible player.

Croc: Legend of the Gobbos

PlayStation/Fox Interactive

Level Select

With this code you will have access to all of the levels, including the secret one. For the code to work you must enter the Password Screen and hit Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right.



Mortal Kombat Trilogy

PlayStation/Williams Entertainment Secret Konfigure Menu

On the Main Menu Screen, highlight and choose "Options." In the Options Screen, highlight one of the selectable boxes and hold the top four L and R buttons. With these held, hold Up. The game will make a noise and the screen will shake. Now you may access the Secret Konfigure Mode that will let you turn on or off these special options.



Fighting Vipers

Saturn/Sega Various Cheats

For Options Plus Menu: Finish the game in Normal difficulty. It will be selectable on the Start/Options Screen. For B.M. and Mauler as selectable characters: Finish the game on the hardest setting with any character and they will be selectable on the Character Select Screen by scrolling past the visible list of characters. For Kumachan as a selectable character: On the Character Select Screen, play in Versus Mode and play through at least 40 matches (more or less). He will be selectable on the Character Select Screen in the same manner as B.M. and Mauler. For Big Head Mode: Finish the game on the hardest setting in Hyper Mode, which is selectable from the Gameplay Options Screen (activated on the Character Select Screen). This will open up one of the question marks in the Option Plus Menu, which will be Big Head Mode. For Other Question Mark (No Walls Mode): Get an "OK" by every move for every character in the Training Mode. This will open up the second question mark.



Dragon Force

Saturn/Working Designs

Debug Mode

To access this, begin by turning on the system. While the game is booting, press and hold buttons: L+R+X+Z+Start. Then when at the Title Screen (while still holding those buttons) press Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right. Let go of the Start button and then press it once more. If entered correctly, "Debug Mode" should appear at the bottom of the Game/Options Screen. Then begin your game and you will be able to find a Debug Option at the Main Map Menu as well as other Debugging Menus.

Shadowrun

Genesis/Data East

Secret Debug Menu

At the Title Screen, wait for the "Press Start" to flash and then enter the following code: A, B, B, A, C, A, B. Now, start the game as normal. Press Start to get to the statistics/subscreen. From here, press button A to access the pocket secretary. Now, move down past the Save/Load Game Option below! Here, you can choose any cheat you like!

Doom

PlayStation/Williams Entertainment

Bonus Levels

The following passwords are to the Secret Bonus Levels. Just enter them at the Password Screen, to warp ahead. Level 55 (Fortress of Mystery): PF7X3N3VVV. Level 56 (Military Base): 3P67ZN8QJG. Level 57 (The Marshes): JCGDNFL555. Level 58 (The Mansion): WLHY-HCPQQQ. Level 59 (Club Doom): JCGDNFL555.

81255e2c0101

FIFA Soccer 64

Away Team Scores 0: 801190430000

Away Team Scores 9: 801190430009

Home Team Scores 0:

801190470000

Home Team Scores 9:

801190470009

Tetrisphere

Infinite Misses: 801129f0003

WCW vs. NWO

Extra Characters: 800606500ff

Infinite Time: 800f16e0000

Maximum Spirit P1: 800f08010064

Maximum Spirit P2: 800f08010064

No Spirit P1: 800f08010000

No Spirit P2: 800f08010000

Tetrisphere

Extra Cash: 810b9992ffff

Extra Rally

Top Gear Realities: 8032433c00ff

Level 1 Points: 8032431f0064

Level 2 Points: 8032431f0064

Level 3 Points: 803243200064

Level 4 Points: 803243250064

Level 5 Points: 803243270064

Level 6 Points: 803243290064

Extra Tracks: 803243ce00ff

PlayStation Codes

Armored Core

Infinite Energy: 80040fb6d60

Infinite Money: 80039ca00ff

Right Arm Weapon Ammo:

8004128a0114

Right Shoulder Weapon Ammo:

Final Doom

PlayStation/Williams Entertainment
Level Passwords

There have always been great cheats for the Doom games. Here are all the Level Passwords to the Final Chapter of Doom that offer plenty of added weapons, health and shields to get you through. Just enter them at the Password Screen within the Options Menu.

Level 2: I2CJ077J79

Level 3: 9JBQ7R7281

Level 4: HS311H1HKH

Level 5: ZTMSKZ0S21

Level 6: 17NRHYW820

Level 7: F413WDGLDB

Level 8: 8XJRL68W6J

Level 9: 4JDH214018

Level 10: RF2VHQBQNL

Level 11: C1670JBQJG

Level 12: 9YKBLD5B53

Level 13: 3KCJ5G7J79

Level 14: 15S8BZYMYW

Level 15: 2PTLCXXLV

Level 16: TQ3LH1HTHK

Level 17: CX13W3PRCPM

Level 18: 02G7R79Z97

Level 19: JZV218R2RT

Level 20: YX1T10W64

Level 21: 1KFR1H1G97

Level 22: RT49TGGSGJ

Level 23: 0KCJT77J79

Level 24: 1YHDP6LD35

Level 25: T370CKCPKC

Level 26: HF2VRNQBQL

Level 27: 5QLTKIF02

Level 28: 0P85KFSNB

Level 29: R571XDKPCF

Level 30: RP85N19NBD

Super Mario 64

Nintendo 64/Nintendo
Find Yoshi

The final event you can get in Mario is obtaining Yoshi. The first requirement you have to achieve is to collect all 120 stars in the game. Once this has been achieved, proceed to the outside of the castle. The grate near the pond will now be open and a cannon will be in there. Fire yourself onto the roof of the castle and there, wandering aimlessly, will be Yoshi. Talk to him to receive 100 lives and a new Triple Jump.



Mortal Kombat Trilogy

Nintendo 64/Midway
Don't Use Up Continues

Start a one-player game. Choose your player at the Character Select Screen. Now when you have been defeated and it says, "Finish Him," press Start on the second player's controller. Back at the Player Select Screen, choose a character for players one and two. It doesn't matter who you pick. Have player one defeat player two. After you do this, continue a one-player game and you will have all of your continues intact. Now you can keep doing this trick to get through the game without worry of losing any continues.

Super Empire Strikes Back

Super NES/VC
Various codes

All of these codes are to be done with controller one at the Title/Selection Screen. If done correctly, Vader will say, "Impressive." (Note: Do not reset the game when you enter the codes. Turn your Super NES off and then on again every time you want to do any of these tricks.) For 99 Lives: At the Title/Selection Screen, press X, Y, B, B, X, A, Y, Y, B, A, X, X, Y. Start with all Jedi Powers: At the Title/Selection Screen, press X, B, B, Y, X, A, X, A, X. Unlimited Thermal Bombs: At the Title/Selection Screen, press A, X, B, X, X, A, Y. Unlimited Thermal Bombs and Start with all Jedi Powers: At the Title/Selection Screen, press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. Skip to Final Battle with Darth



Vader: At the Title/Selection Screen, press A, X, B, A, Y, X, B, A, A, X, B, B, Y, X.

Contra: Legacy of War

PlayStation/Konami
Cheat Codes

Enter these codes at the Main Title Screen to receive many cool items. You should hear a sound, if entered correctly.

For Weapon Select enter:

L2, R2, L1, R1, Up, Down, Down, Up.

For Unlimited Continues enter: L2,

R2, L1, R1, Left, Right, Right, Left.

For SFX Browser enter:

R2, R1, L1, L2, Up, Right, Down, Left.

For Movie Player enter:

L2, L1, R1, R2, Up, Left, Down, Right.

For Bamboo Arcade Pac-Man enter:

R2, R1, Right, Left, L1, L2.

For Bamboo Arcade Gyruss enter: L2,

L1, Left, Right, R1, R2.

Ultimate Mortal Kombat 3

Genesis/Williams Entertainment
Three Secret Menus

This trick will give you three secret menus with many cheats inside them. At the Title Screen (with Start Game/Options), quickly press A, C, Up, B, Up, B, A, Down. New menus will appear underneath the Options called Cheats, Secrets and Killer Codes. Under these menus, you will be able to access a sound test, increase your continues, play a hidden game and much more. You can even enable the Bosses so you can choose them at the Player Selection Screen.

International Superstar Soccer 64

Nintendo 64/Konami
Big Heads and New Teams

It has been found that this game has two additional teams that have been hidden. There are two ways you can find them. You can either play through and beat the entire League Mode, or go to the Title Screen and put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS, CPU or CPU VS, CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen and enter this code as shown: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, then hold the Z button and press Start. All of the players on the screen now have huge heads!

Pac-Man 2

Genesis/Namco
Play Hidden Pac Games

Enter these passwords at the Password Screen and then press Start for the hidden Pac games: For the original Pac-Man enter: PCMNORG. For Pac Jr. enter: PCJRDPW.

Daytona USA

Saturn/Sega
Secret Horse Trick

There are actually two ways to be able to choose the horse for a race. The first way is to place first on all three tracks while playing in Saturn Mode. You should then be able to choose the horse from the Mission Select Screen and race it. The second way, which is much easier, is to hold the control pad diagonally Up-Left and press A, B, X, Z all at the same time during the title cinema. Press Start at the Title Screen and pick Saturn Mode. Then when choosing your car at the Mission Select Screen, scroll to the left until you locate the two different horses.

800413020028

Crash Bandicoot 2

All Crystals: 8006cda4ffff

100 Lives: 8006cbd06400

All Gems: 8006cc28ffff

Critical Depth

Infinite Shaker/Pilot Torpedoes:

800b1f5d2099

Infinite Slow Poke/Remote Charges:

801df5d40909

Croc

Infinite Lives: 80074fdc0003

Silver Key: 80074ac40001

FIFA 98

Infinite Player Edit Points:

800b19400000

NHL 98

More Creation Points: 8012d29800f

Nuclear Strike

Infinite Ammo: 8005a9380000

Infinite Fuel: 800399980000

Rampage World Tour

Infinite Health George:

800467860063

Infinite Health Lizzy: 800d69520063

Infinite Health Ralph: 800d6b1e0063

Star Wars: Masters of Teräs Käsi

Extra Characters: 800bf5e ffff

Low Health P2: 800ac28c 0000

Street Fighter Alpha EX Plus

Infinite Health P1: 801d63b4c808

MK Mythologies: Sub-Zero

Infinite Lives: 800d7d480002

Tomb Raider 2

Infinite Auto Pistol Ammo:

San Francisco Rush

Nintendo 64/Midway

Change Car Appearance and More
These codes are done on the Car Select Screen.

Back Tire Size: Press and hold Right C, then Left C, release and reverse.

Car Size: Press and hold Down C, then Up C, release, then press Up C, then Down C. Release to activate the code.

Drive Burning Hulk: Hold Up C, and press Z, Z, Z, Z.

Front Tire Size: Press and hold Left C, then Right C. Release. Then, press and hold Right C, then Left C. Release.

Turn Car Into Mine: Press Right C, Right C, Z, Down C, Up C, Z, Left C, Left C.

Do these codes on the Setup Screen.

Change Track Texture: Press and hold Right C, then the L button. Release and press Z. Repeat.

Resurrect in Place: Hold the Z button, then press and hold Left C then Right C. Keep holding the Z button but release the others. Press and hold Right C then Left C.

Brahma Force

PlayStation/Jaleco

Easy Game

To make this game a little easier, put in this trick. Go to the title screen with the "Press Start Button" flashing. At this screen, hold Up-Right+X+Square. While holding these, press Start. You'll hear a slightly different selection sound than normal. Begin your game and you will notice some new aspects about the level. The enemies will be easier to kill, you have more time to complete the level, and the enemies will leave more powerful items behind. This will make the game less challenging, but it will give you the ability to win it with a little more ease.

Super Metroid

Super NES/Nintendo

Gain Energy Back

With the controller's default setting, you must have at least 10 missiles, 10 super missiles, 11 power bombs and 50 points or less in your Life Meter. Your reserve tanks must also be empty. At any point in the game, roll into a ball and press the Select button three times. Drop a power bomb with the X button. Keep X held and also press and hold these buttons on the controller simultaneously: L button, R button and Down. Once you've done this, the bomb will make the screen white. Then you will see Samus floating in a ball of white light while 14 of your energy tanks get filled.

Black Dawn

PlayStation/Virgin Interactive

Many Cheats

Here are several cheats to enter during the game. To access a Two-player Mode (where it's you against your buddy), go to the Main Title Screen and press Select+R2 on both controllers at the same time. You should hear a sound, if done correctly. Go into the Options Menu and back to the Main Title Screen. You should find a Two-player Option that will let you play in an exciting Deathmatch Mode. To enable the in-game cheats, begin a game and pause. Then press Select, L2, Select, R2 and enter any of the following codes to trigger various results.

Max Fuel/Ammo: Triangle, Triangle, Triangle, Circle. **Max Weapons:** L1, L2, R1, R2. **Summon Wingman:** Square, Square, Square, Circle. **Mission Complete:** Triangle, Triangle, Triangle, Down, Down, Down. **Upgrade Current Weapon:** L1, L1, R1, R1. **Screen Toggle:** Down, R1, R2. You should hear, "Way to Go!" if entered correctly.

Street Fighter Alpha 2

Super NES/Capcom

Super Turbo Chun-Li

In order to play as the Super Turbo Edition of Chun-Li, go to the Character Select Screen, highlight Chun-Li, hold down the Start button and press A, B and either the X or Y button. She should begin the match with a new outfit.



Beyond the Beyond

PlayStation/Sony Computer Ent.

Hidden Intro

To find the hidden introduction sequence in the game, hold Up on the directional pad and Triangle at the same time at the Camelot Software logo. If you do it correctly, you will see a computer-generated sequence after the logo, showing the main character Bandore and more.

Iron Storm

Saturn/Sega

Multplayer Game

The only way you could play a multiplayer game before was within Standard Mode. Well, here is a great trick to take control of the opposing forces or play a multiplayer game within Campaign Mode! To do this, just go into Campaign Mode and begin a game. Then, open the system file and enter the Sound Screen. Here, set the BMG to 5 and play every sound effect (that's 1 to 116, in case you didn't know) using the D-pad and button C. Note: You don't have to listen to the whole sound. Just a second or two of each one. When finished, exit the Sound Screen and go into the Options Menu. You should now get into what you weren't able to before.

Blast Chamber

PlayStation/Activision

Infinite Lives

For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" Option and Choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!

Toy Story

Genesis/Disney Interactive

Invincibility, Level Select

To turn Woody invincible, just enter the second level, "Red Alert," and collect seven and only seven stars, then jump into the toolbox. Press Down for about five seconds or until you see the top-left star start spinning. This means you are now invincible!

For a Level Skip, enter: A, B, Right, A, C, A, Down, A, B, Right, A at the Title Screen. While in the game, press Start to pause and hit A.

Daytona USA

Saturn/Sega

Make Jeffry Do Weird Poses, Stop Slot Machine

On the Expert course, drive up to the statue of Jeffry. Stop in front of it, so you can see most of the figure. Now take your controller and press the X button rapidly. The statue will start to turn around. Eventually, the statue will turn upside down on its head. To stop the Slot machine, start on the Beginner course. Just before the mountain (with Sonic the Hedgehog carved into it) is a slot machine that is constantly spinning. Stop in front of it and press the X button to stop the first reel. Press the X button again to stop the second reel and again to stop the third reel. Press it once again to start them all spinning.

Marvel Super Heroes

Saturn/Capcom

Play As The Bosses

First, you must beat the game and save it in the Backup Menu. Now play Arcade Mode with the Shortcut Options off, so the players' pictures are there. Now go to the Player Select Screen and do the following tricks to access these secret characters:

Dr. Doom: Press Down, then hold Down and press and hold A. With A held, press and hold B. With A and B held, press and hold C. Do this in succession with Down held at the same time. You must do this in a relatively quick manner. If you did it correctly, the picture should change into Dr. Doom!

Thanos: Press Up, then hold Up and press and hold Z. With Z held, press and hold Y. With Z and Y held, press and hold X. Do this in succession with Down held at the same time. You must do this in a relatively quick manner. If you did it correctly, the picture should change into Thanos!

8008c5ac 00ff
Infinite Grenades: 8008c5bc 00ff
Infinite Harpoons: 8008c5b8 00ff
Infinite M16 Ammo: 8008c5c0 00ff
Infinite Shotgun Shells: 8008c5b4 00ff
Infinite UzI Ammo: 8008c5c0 00ff
All Items: 8008baa0000b

Saturn Codes

30 EGM

Last Bronx

Infinite Health P1: 160955b80090
Infinite Health P2: 160955dc0090
Master Code: 16000914c305
Play As Red Eye: 1608f8800008
Virtua Fighter
Enable Code (Must be on): 0601edce0009
Infinite Energy P1: 16092072fff

Infinite Energy P2: 160940cefff
Albert Odyssey
Quick Level Gain Pike: 160366b2fff
Quick Level Gain Ammon: 16036782fff
Quick Level Gain Eka: 160366e6fff
Quick Level Gain Gryzz: 1603674efff
Quick Level Gain Leos: 1603671afff
Warcraft II
Master Code: 16000914c305

Infinite Lumber (Humans): 160d560a270f
Infinite Gold (Humans): 160d564a270f
Infinite Oil (Humans): 160d568a270f
Infinite Lumber (Orcs): 160d5606270f
Infinite Gold (Orcs): 160d564270f
Infinite Oil (Orcs): 160d5686270f

One Wicked Weasel!



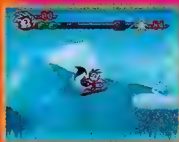
*Over 30 huge levels with multiple pathways and bonus levels!
Think you've played it all?
Think again!*

*Action packed - in the air, on land and underground, in the water too!
Thrash, skate, dig, glide and jump past legions of mutant mice!
Filled with that classic 2D action that everyone's been talking about!!*

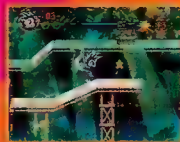
Viva Las Punky



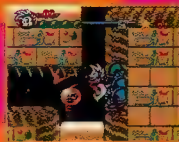
Gettin' Vertical



Aggressive Moves!



Tomb Wader

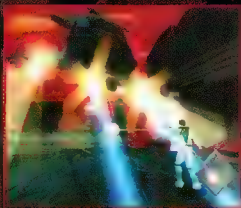
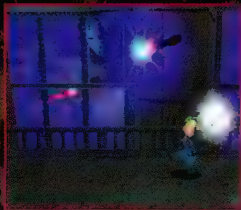


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system: **PlayStation**
publisher: **Capcom**
developer: **Capcom (Japan)**

strategy talk

Don't play this game with the lights on! That's the best advice to give to anyone booting up the newest chapter in the Resident Evil series.

While the feel of the game is preserved from the original, Capcom has added elements to enhance its replay value: alternate paths, different story lines for the two characters and a bigger area to explore. Also new are the protagonists, Claire and Leon, who are out to solve the mystery in Raccoon City.

This hands-on strategy guide covers about half the game, playing both characters on the default path. It is meant to help you solve puzzles and find items, while the maps can ensure you don't miss any rooms. However, we intentionally omitted some gameplay elements that would spoil the story line, especially near the end.

In any case, this guide should be enough to get you to the end...but if not, look for complete updates in future issues.

—The EGM² Deadline
"Tag Team" Crew

strat-stats

time to complete: **23 hours**
challenge: **none for RE veterans**
better story line: **Claire's**
best weapon: **Claire's Spark Shot**
have you heard? **Resident Gigolo**

EGM²

ZOMBIE KILLING

Those relentless undead are tough to kill, especially since they're already dead! Since ammunition gets scarce, you'll want to find ways to take them down with the fewest shots possible.

Generally, it takes four consecutive handgun shots to down a zombie, then two more in a row to finish the job. The key is consecutive shots—missing every other shot will waste ammo. Weapons like the flamethrower and grenade launcher can take out multiple enemies at the same time, which helps conserve ammo.



LEON

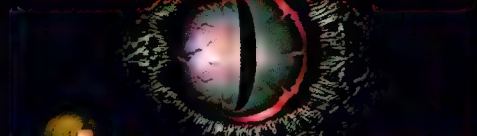
It seems Leon has a slightly tougher first half of a game; he doesn't have access to Claire's more powerful weapons and starts off with the **Lighter** rather than the **Lockpick**. His quest is very straightforward. He can carry up to eight items to start.

CLAIRE

While Claire may have an easier time with the game from a weapons standpoint, she actually has the tougher puzzle story line (namely at the end, but we won't spoil that yet). She starts with the **Lockpick**, which is another major advantage for her. Also, it seems that she takes less damage per hit compared to Leon.



RESIDENT EVIL 2



HERBS

Herbs are an important part of the game. You can either take them straight, or combine them to improve their effects—combining also frees up inventory space in a pinch.



Green Herb: This is the most common herb to find. It will heal your wounds up to one degree of health. Combine two together!



Red Herb: Like in the first game, this herb is best used to augment the strength of the green herbs. It's of little use by itself.



Blue Herb: Usually found before, or after fighting poisonous foes, this herb (duh!) clears poison from a character's status.



Knife

Don't even bother using it. You're better off running away instead of trading blows.



Handgun

This is your basic weapon. It takes at least four hits to kill your average zombie.



Shotgun

(**Leon**) If he doesn't get this in the weapon shop, he'll find it later in the police station.



Bow Gun

(**Claire**) Get this in the weapon shop; it scores multiple hits per shot, so aim it smartly.



Magnum

(**Leon**) This heavy-duty wonder is more powerful than the handgun.



Gren. Launcher

(**Claire**) This should be her weapon of choice; especially later in the game.



Submachine

(**Claire**) Unlike other guns, this takes up two slots. Shoot in short bursts to save ammo.



Spark Shot

(**Claire**) This powerful weapon should be saved for the bigger Bosses near the end.



Flamethrower

(**Leon**) Leon finds this in the laboratory. It's great for taking out the plant creatures!



Parts

(**Leon**) The shotgun, magnum and handgun can be souped up with these items.

WEAPONS

Things will get rough pretty quickly. Only by conserving your ammunition can you hope to survive. One thing that those playing Leon may pass up: Some weapons can be upgraded. When you find handgun parts, try combining them with your handgun to make it more powerful. Save your larger weapons for groups of really powerful baddies.



Look around the shop and you'll find two boxes of **Handgun Bullets**. You'll need them because the store will be invaded by zombies. Stand between the counters (you won't be surrounded this way) and kill them all. Search the body of the shopkeeper for a **Bow Gun** for Claire or a **Shotgun** for Leon.



If you kill all of the zombies, you'll get a new weapon.



Exit through the back of the shop. Continue through the alleyway, passing by the zombie punks. Check in the van at the end of the corridor. Inside is a box of **Handgun Bullets**. Head back, and the zombie will open the gate and attack. Fend them off, and run to get to the area beyond.



Take a shortcut through the bus to find the way to the Raccoon City Police Station. Inside the bus is a bag that contains a box of **Handgun Bullets**. Watch out!

because the corpse on the floor will come alive. Pump it with bullets before it attacks.



Remix?

To offer replay value, the game has a "second" quest—explained in the game's intro by what side of the car wreck you start on. This strategy covers the default setting for both characters, which is the left side that leads to the gun shop. The other side could be a whole different story...



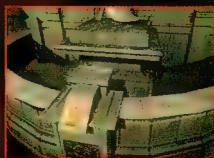
Story Lines

For the most part, Claire and Leon must solve the same puzzles. However, their story lines differ wildly in terms of who they meet (Claire befriends a little girl, while Leon meets a sultry dame). Also, there are some rooms that only one of them can go into—not many, but enough to set the two quests apart.



PUZZLE 2

You will find the second **Red Jewel** in Room 6 of the second floor. It's clutched in the hand of a statue. Move the two miniature statues to spots seen on the ground to get it. Use the gems later in Room 15 on the second floor by placing them on the busts.



Place the Unicorn Key into the indentation in the fountain.

Find the fountain in the first floor Room 1 and place on its base the **Unicorn Coin**, found in the second floor Room 3. This will release the **Spade Key**.



PUZZLE 3



Once in the Police Station, find the unlocked door and enter Room 3 on the first floor. Inside is a wounded police officer who will give you a

Use the card on the computer in the main hall (Room 1) to unlock the other door on that side of the room. But beware, the next time you see this helpful stranger...



In the first floor briefing room (Room 6), use the lighter in the fireplace. When you light it, the picture above will burn away, revealing a **Red Jewel**. Leon can do this right at the start of the game.

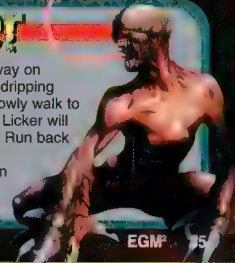


PUZZLE 1



The Licker

When walking down the first-floor hallway on the left (Room 4), you will hear a steady dripping noise. Draw your largest weapon, and slowly walk to the pool of blood. The Licker will drop down and attack. Run back to gain some distance between you two. Then blast away until it's a bleeding ruin.





ITEM LOCATIONS OUTSIDE

Gun Shop:

Handgun Ammunition (X2)
Shotgun (Leon)
Bow Gun (Claire)

Back of Van:

Handgun Ammunition
Trash after B-Ball Court
Handgun Ammunition
Bus:

Handgun Ammunition

POLICE STATION FI

Room 1:

Handgun Ammunition (X2)
Ink Ribbon
Precinct Key (spade)

Room 2:

Police Memorandum
First Aid Spray

Room 3:

Key Card
Green Herb
Handgun Ammunition
Memo to Leon
Precinct Key (heart) (Leon)
Detonator (Claire)

Room 4: Hallway

Handgun Ammunition
Green Herb

Room 5: File Room

Patrol Report
Ink Ribbon
Crank

Room 6: Briefing Room

Operation Report
Red Jewel
Handgun Ammunition

Room 8: Staircase

Green Herb

Room 9:

Ink Ribbon
Operation Report #2

Room 10:

Handgun Ammunition
Small Key #2

Room 11: Diamond Key Needed

Cord
First Aid Spray
Rook Plug (Leon)
Eagle Stone (Claire)

Room 12:

Red Herb

Room 13:

Green Herb
Shotgun Shells (Leon)

Room 14:

Green Herb

Room 15: General Office

Ink Ribbon

R15 A: Area with Safe

Green Herb
Shotgun Shells (Leon)
Plastic Bomb (Claire)

R15B: Hallway

Handgun Ammunition
Room 17: Diamond Key Needed

Film:

Shotgun Shells (Leon)
Plastic Bomb (Claire)

Room 18: Club Key Needed

Golden Cog Wheel (Puzzle)
Film B

Room 19: Club Key Needed

Shotgun Shells (Leon)
Magnum (Leon)
Night Watchman's Diary
Acid Rounds (Claire)

PUZZLE 4

Once you reach the library (second floor, Room 1), climb the stairs. You'll fall through a weak spot in the floor. Nearby is a picture that will give you a clue for the next puzzle. Now use the buttons on the end of each bookcase to move them forward and back until they reach the pattern shown in the picture. You will receive the **Bishop Plug** (Leon) or the **Serpent Plug** (Claire).



First, you will want to fall through a hole in the floor.



1. Check out the picture for a clue. 2. Hit the switches on the end of the bookshelf until they're lined up right. 3. Get the hidden item.

PUZZLE 5

In Room 18 (first floor), get the **Golden Cog Wheel** by turning on the torches in this order—12, 13, 11—after lighting the furnace with the lighter. While you're here, don't forget to grab some **Film** on a table.



PUZZLE 6

In the office area (first floor, Room 15), you will find a safe in the corner. Check your memos and police files, and you will come across the safe combination in one of them. The number in our version is "2236," although this may change in the final version of the game. Inside are some **Acid Rounds** (Claire) or **Shotgun Shells** (Leon), and possibly more.





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expires



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RACCOON CITY POLICE DEPT. F2



PUZZLE 7

POLICE STATION 2F

- Room 1:**
Bishop Plug (Leon)
Serpent Stone (Claire)
Red Herb
- Room 2:**
Handgun Ammunition (Leon)
Handgun Parts (Leon)
- Room 3: S.T.A.R.S. Room**
First Aid Spray
Shotgun (Leon)
Grenade Launcher (Claire)
Chris' Diary
Handgun Ammunition
Unicorn Medal
Fax Report to Chris
- Room 4:**
Red Jewel
- Room 5:**
Small Key (Leon)
Lighter (Claire)
Chief Secretary's Diary & Ink Ribbon
- Room 6:**
Precinct Key (heart) (Claire)
- Room 7:**
Handgun Ammunition
- Room 8:**
Precinct Key (diamond)
Shotgun Shells
King Plug (Leon)
Blue Stone (Claire)
- Room 9:**
Green Herb (X3)
- Room 10:**
Handgun Ammunition
- Room 11:**
Ink Ribbon
Valve Handle
Handgun Ammunition (Leon)
Bow Gun Bolts

POLICE STATION 3F

- Room 1:**
Knight Plug (Leon)
Blue Stone (Claire)

POLICE STATION 8F

- Room 1:**
Green Herb
- Room 4: Red Key Card Needed**
Handgun Ammunition (Claire)
Bow Gun Bolts (Claire)
Submachine Gun (Claire)
Side Pack (Claire)
- Room 5:**
Green Herb
Police-B1 Map
- Room 6: Claire's Manhole Path**
Red Herb (Claire)
- Room 7: Autopsy Room**
Red Key Card (Claire)
- Room 8:**
Handgun Ammunition (Webb)
- Room 9: Prison Room**
Manhole Opener (Leon)
Green Herb (X2)
- Room 10: Kennel/Machols**
Red Herb (Leon)

A helicopter has crashed into the Police Department, and its burning hulk is causing an obstruction. What you must do is find the **Valve Handle** (second floor, Room 18). Use the handle on the water pressure valve. It's behind the open fence next to the copter. Once this is done, water will come rushing out, and quench the flames, allowing you entrance into Room 15 on the second floor. Check the smoke for some **Hand Gun Bullets**.



Look for stairs to the right of the burning helicopter.



PUZZLE 8

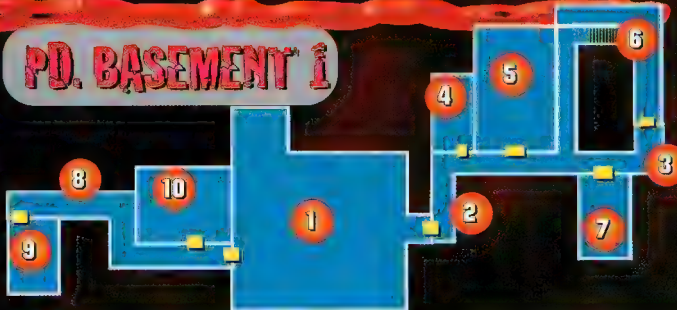
Use the **Diamond Key** to enter the evidence room (first floor, Room 17). Here you'll find **Film**. Leon will find **Shotgun Shells**, and Claire will acquire

the **Plastic Explosives**.

Exit through the other door in this room to meet up with the officer you met with earlier. However, this time it looks as if the mysterious virus has taken control of him. Pick up the **Precinct Key** (Leon/heart) or **Detonator** (Claire).

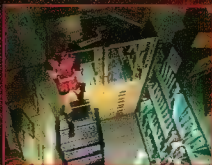


PD. BASEMENT 1





PUZZLE 9



Get the crank in the file room by pushing the steps forward.

The only third-floor puzzle deals with a series of gears you have to get running again. First, you need to reveal a staircase by using the crank found in the file room (first floor Room 5) on a square hole in the wall. Climb those stairs to the engine assembly. If you have the Golden Cog Wheel from the first-floor Room 18, insert it into the assembly and press the red button to get it running. A door to the right should lift to reveal a chute and the **Knight Plug** (Leon) or **Blue Stone** (Claire).



PUZZLE 10

This is the first area where Claire and Leon have rooms only they can visit—and also where you play as an alternate character: Claire has Sherry while Leon has Ada. Playing as these characters, you have to solve the same Puzzle 12 (see below).



Since Sherry has no weapon, make sure she keeps running!



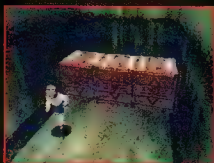
PUZZLE 11

Claire and Leon must fight the same creature—just in two different areas. The fighting spaces are pretty tight, so make sure you back up quickly before shooting. This creature spits out little crawlers that cling onto the character. These nuisances don't hurt too bad, but they will prevent you from shooting, so kill them as well.



(**Leon**) After Leon kills his creature, Leon must open the door (in Room 1) with the four chess pieces he must find in the Police Station, and plug them into the holes on the panel. Do this as a separate task from fighting the Boss here so you don't clog your inventory with useless items.

PUZZLE 12



Here's the way-too-easy puzzle in Room 2 that Sherry or Ada must solve. Move the boxes in the manner shown above, then turn on the water. The boxes will float to make a bridge so the character can get the **Club Key**. Don't leave the room without the **Sewage Disposal Map** found on the wall near the door.





GEX

ENTER
THE GECKO

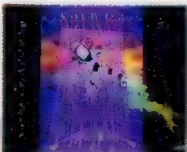
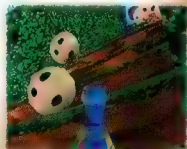
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PC/CD-ROM

Sewage Disposal Area

Room 1:

Ink Ribbon (Claire)

Room 2:

Sewage Disposal Map
Precinct Key (Club)

Room 3:

Grenade Rounds (Sherry/Claire)

Room 4:

Blue Herb (Leon)

Room 5:

Shotgun Shells (Ada/Leon)

Sewers B-1

Right before B-1:

Acid Rounds (Claire)

In B-1 Area:

Handgun Ammunition

First Aid Spray

Fax to Sewer Manager

Ink Ribbon (Leon)

Acid Rounds (Claire)

Gold Medal

Sewer Manager's Diary

Sewers B-2

Room 1:

Grenade Rounds (Claire)

Room 8:

Sewer B-2 Map

Room 9:

Flame Rounds (Claire)

Wolf Medal (Leon)

Room 8:

Blue Herbs (whole bush)

Green Herb (X2)

Flame Rounds (Claire)

Room 10: Trash Room

Silver Wolf Medal

Variant Factory

Room 1: Storage Area

Ink Ribbon

First Aid Spray

Shotgun Shells (Leon)

Magnum Bullets (Leon)

Flame Rounds (Claire)

Grenade Rounds (Claire)

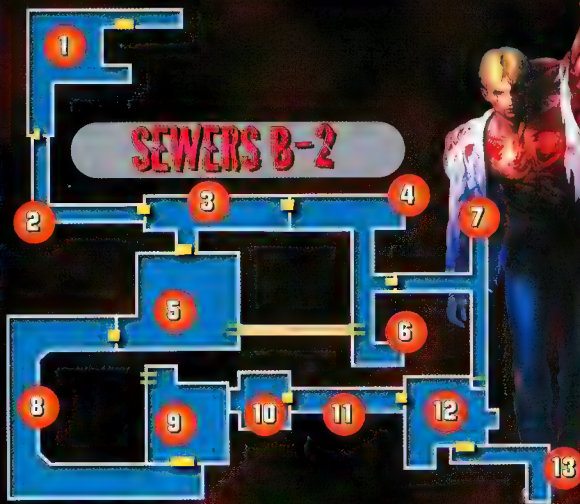
Room 2: Elevator to Lab

Factory Map

Handgun Ammunition

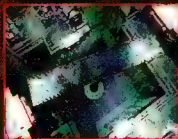
Control Panel Key

Flame Rounds (Claire)

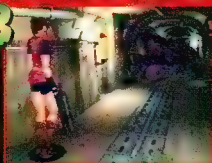


PUZZLE 13

This room may require you to shuttle back and forth from the inventory trunk. You'll need the valve handle to move the bridge down to cross. Make sure to crank the bridge up to its original position before leaving the room; it'll save you lots of time.



You'll meet someone at the bridge...



See ya later, alligator! Blow up the canister in its jaws.

Have clean underwear on when this creature comes out of the sewers—you'll need it! Seriously, this scary gigantic sewer alligator is a joke to kill. Just let it follow you until it grabs a metal canister in its jaws. Shoot at the canister!

PUZZLE 14

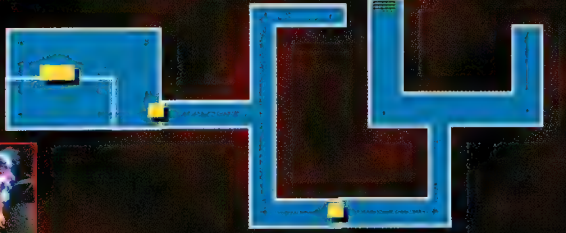
PUZZLE 15

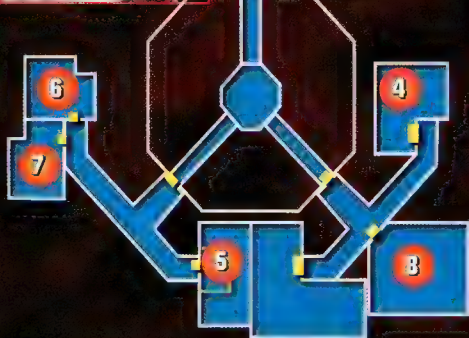
The only way to get to the trolley is to get both the wolf medal and the eagle medal, then use them in Room 3 on the machine below. This should turn off the waterfall. Once you get off the trolley, make sure to light the flare gun at its exit to reveal the **Weapons Room Key**. Also after the trolley, look for a downed zombie holding a key weapons item.



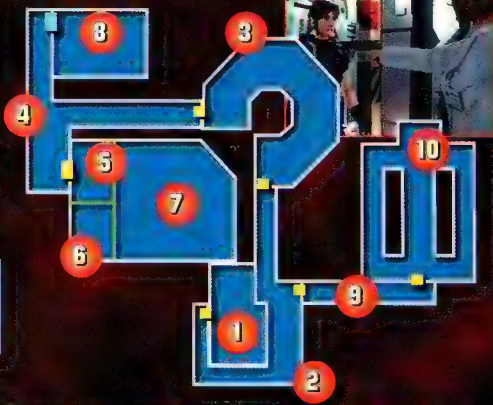
Mutation - VACANT FACTORY

While you take the tractor elevator to the basement, you'll run into this creature (we're being vague as to keep the story line a secret). If you're Claire, use the grenade launcher or spark shot to easily beat it. Otherwise, use Leon's shotgun. Keep a safe distance from it by running in circles around the train vehicle.





LABORATORY B4 & B5



LABORATORY B4

Room 2:
Green Herb
Shotgun Shells (Leon)
Magnum Bullets (Leon)
Acid Rounds (Claire)
Fire Rounds (Claire)
Ink Ribbon
Room 3: Frozen Lab Room
Fuse Case
Fuse
First Aid Spray
Room 5: Big Plant
Green Herb (X2)
Room 6: B.O.W. Sprinkler Camp
Blue Herbs (whole bush)
Laboratory Security Manual
Temporary User Registration
Flamethrower (Leon)
Bow-Gun Bolts (Claire)
Room 7:
Ink Ribbon
Shotgun Shells (X2) (Leon)
Grenade Rounds (X2) (Claire)
Room 8: Need Lab Key To Enter
Magnum Rounds (Leon)
Q-Virus (Leon)
First Aid Spray (Leon)
Vaccine Cartridge (Claire)

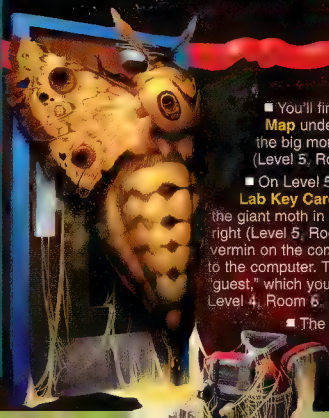
LABORATORY B5

Room 2:
Green Herb (X2)
Room 3:
Laboratory Map File
Room 4:
Red Herb
Serum Instructions (Claire)
Room 5:
Magnum Parts (Leon)
Grenade Rounds (X2) (Claire)
First Aid Spray
Room 7:
Lab Card Key

Mystery Solved...

The final area requires Claire to do several more tasks than Leon, but both will visit all the same rooms. Some quick notes to help you along:

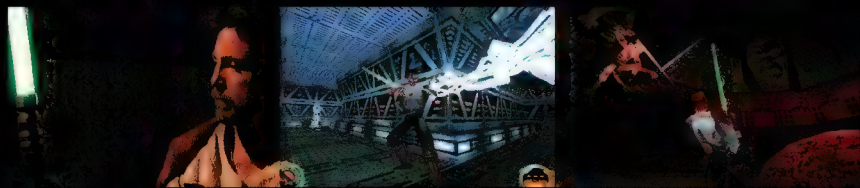
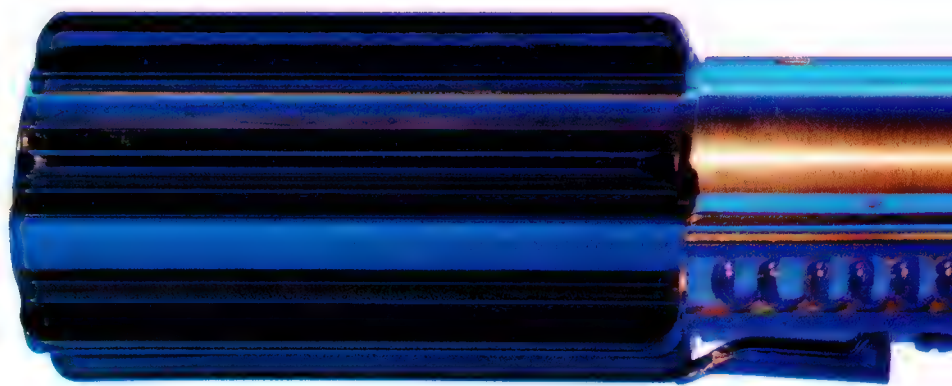
- First, go to Room 4 on Level 4. In this cold room you'll find the **Fuse Case**. Use the fuse case on the one-arm machine on the right to get the **Fuse**. Don't forget a can of **First Aid Spray** while you're there. Use the fuse in the middle of the level to turn on the lights.
- Turn on the computer in Room 6 on Level 4, then kill the plant in the air shaft to get to Room 7.
- On Level 4, Room 5 houses the ladder between the two laboratory levels. On the floor in the top area are **Green Herbs** that you might miss with all the green foliage around.



- You'll find the **Laboratory Map** underneath the room with the big monitors on the wall (Level 5, Room 3).
- On Level 5, Room 7 has the **Lab Key Card** needed to reach the giant moth in the room shown at right (Level 5, Room 5). Clear out the vermin on the computer to gain access to the computer. The password is "guest," which you can find in a file in Level 4, Room 6.
- The **MO card** opens the door to the exit. The coast seems clear.



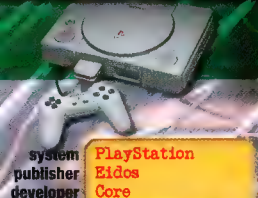
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LEVELS, EACH WITH THE SINGULAR INTENT OF PUTTING
YOUR SKULL ON A STICK. AND THERE'S NO JOY IN THAT.





strategy talk

Welcome to EGM's second and final installment to our follow-up of perhaps one of the biggest sequels of all time, Tomb Raider 2. Be forewarned! As with last issue, the purpose behind this guide is to present a straightforward walk-through for gamers in need of a little help. Players who don't want to have the story or puzzles in the game ruined for them are strongly urged to skip this section.

As for everyone else, I'm glad you're here and hope the next eight pages provide the answers you're looking for. As anyone who has played the game can tell you, this game's difficulty level ranks up there with some of the most frustrating video games on the market today. So enjoy!

—Tim "The Ref" Davis
and Ryan "Hollywood Hogan" McDonald

P.S. Extra special thanks goes out to Gary Keith of Eidos Int. and the crew at VideoGameSpot for all of their help with this mother of a video game!

strat-stats

time to complete:

forever

challenge:

difficult

best new feature:

neat-o lighting effects
actress who should
have starred in
Titanic

Charlize Theron

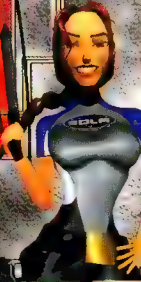
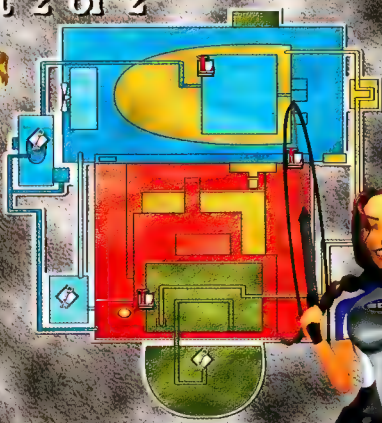
EGM

The Deck

Name of Item	Location
1) Stern Key	■ On the side of a cliff above the barracuda-infested pool.
2) Cabin Key	■ On a crate on the yellow raft.
3) Storage Key	■ On the uppermost part of the ship, above the deck.

Item Checklist

	starts/finishes/joins a level
	key location
	indicates a lever



A The Stern Key



At the start of the level, dive off the cliff to your left and search the shore for the **Stern Key**.

1. When you reach the crates, manipulate them to **reveal** the Stern Door. Now pull the submerged lever inside to open the trap door outside. The trap door, located near where you first emerged with the Stern Key, leads to a switch that drains the stern of water. Go back there again and pull out the crate and follow the path that leads to a pond with a life raft in the middle of it. Search for the secret past it and take the path beyond and to the left. Follow it all the way to the top.

2. Be sure to replenish Lara's health completely and **drop** down the hole to pick up the **Cabin Key** below. Now make your way to the ship's deck by following the cavern path to the left you originally passed up to acquire the Cabin Key.

B The Deck

1. Return to the sandy passage, enter the above-noted well-lit alcove and climb your way to the top of The Deck. Sweep it clean of bad guys, then drop to the next lower deck level (the one with the swimming pool). When the action is over, you can seize this mission's next secret.

2. Check out that off-color section in the **far-right** corner of the pool. The secret is hidden in a small tunnel just behind that door. Unfortunately, this trophy's protected by a harpoon gun-toting flippeman.

3. From the right area of The Deck's second **story**, jump to the first tower, then leap and grab to the second. Atop this second tower, leap to the top of the large copper structure.

C The Caverns

1. After you've landed on the huge copper structure, run to the far side, following the seam where the flat portion of the rooftop and the downward slope join. Turn around and hop off the side with the Grab button held down.

2. Release the roof and get ready to latch onto a long crack in the wall. Shimmy left to where you can stand, then leap to the tunnel beyond. Follow the tunnel to its end and the rooftops beyond. Now make your way up to the main cabin and use the key to get in.



D The Storage Key



1. Flip the switch inside to open up access to the rooftops above and jump across to the bow of the ship. On the far side of it lies the **Storage Key** which is needed in order to open access to the end of the stage and the **Seraph Key**.

2. To get the final secret in the level, take the path you ran before **when** you climbed on top of the stern. Stop on the cliff just before it and perform a running jump/hang to the area just to its right. Shimmy your way across to the opening and grab the secret. Finally, hop your way down and open the storage room on the opposite side of the stern to exit the level.



Tibetan Foothills

Name of Item

Location

1) Drawbridge Key

- Hidden in a room just below the avalanche area.
- Located in the ice broken up by the avalanche caused by your snowmobile.

2) Hut Key



Item Checklist

A Cliff Climbing



1. Blast the eagle and make your way to the other end of the bowl. Turn right and jump through the gap in the rocks. Leap over the first set of snow boulders, press ahead, then duck into the alcove on the left wall to wait out a second avalanche.

2. Since you can't simply leap across the crevasse, you'll have to turn around and hop backward off

the ledge, grabbing to stop the fall. Release to slide down, again with the Grab button held down. After hanging on the ledge, release to fall on firm ground. Make your way through the tunnel on your left, taking care to avoid unstable stalactites. When you come to the ledge overlooking the main area of water, turn right and make your way up it.



the second secret. This large open-air area contains more than a wild snowmobile jump—it also is the current resting place of the your little green dragon friend. Jump across to claim it. Beware the pretty kitties that come out to play the moment you grab it. Head back to the hut where you first picked up the snowmobile.

3. Now use the Hut Key to gain entrance, yank the switch inside to unlock the gate past the hut, and get out of the building as fast as you can!



C The Keys



1. Enter the frozen pond area and dismount the sled. The key lock is around the left corner from where you entered. After raising the bridge, make your way to the beginning of the ramp on the other side of the pond and follow the ledge around. Goose the sled to safely past the snowballs' blast and past the crevasse by using the left snow ramp, then hook around into the main area. Search the snowy area to the left of the crater for the Hut Key. Just watch out for the bad guy on the black, machine-gun snowmobile.

2. Put the key in pocket; mount your trusty red snowmobile. Drive back to the big jump area and stop on the other side of the jump for

B The Snowmobile



Run for the bars on the right. You'll find the first secret statuette near the grating, waiting.

1. Turn the snowmobile around and rampage down the tunnel. Run through the bad guy who appears (fun!), and continue to the open-air ramp arena. Once there, blast up the ramp, aiming for the right edge of the ramp and the wide, flat area beyond. Hit the Action button for an extra burst of speed as you roar up the ramp. Hit the brakes hard when you land and crash-ster into the wall to keep from slipping off the platform. After you've planted the snowmobile



on the platform, point it down the long, ramped runway and dismount. Dash down the rampway.

2. Check out the huge, rectangular ice block—actually two blocks in one. Shove them both into the tunnel, then return to the snowmobile.

3. Drive until you see the ladder on the right wall made of ice. Climb up it and move the lever to continue. Approach the top edge of the chasm to trigger the first set of snowballs.

4. Look for the ice ladder going down the chasm. Jump over the ice ladder wall to the angled ground. Hit the Grab button as you slide. Drop

down to the lower edge of the cave below you and pull up. At the back of the cave you'll find the Drawbridge Key. Now follow the path back up to your snow mobile.



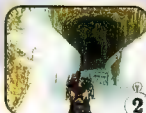
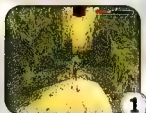
D Hit and Run

1. After successfully sedating the terrorists, go through the gate you just opened—guns still drawn—and snipe the snowmobile-riding baddie. Take his snowmobile for a ride after he's done with it.

2. Stop at the edge of the chasm: You can't jump across! Back up, and tread across the arched, angled

ledge that flanks the left side of the chasm. Once across, stop for the final mission secret. Of course, a few more of Bartoli's boys find Lara's intrusion wholly objectionable.

3. The critics silenced, it's all clear to perform a swan dive below.



A First Prayer Wheel



1. Climb the ladder on the side of the cliff opposite the temple's main doors and follow the path that leads into the building's upper floor. Once inside, go to the room with the giant Buddha statue and get the Main Hall Key.
2. Continue to follow the balcony around, past the giant boulders

and beyond the pool.
 3. You'll need precise timing to dash past the moving doors ahead of you, but the reward is worth the effort—the first Prayer Wheel! To exit the room containing the item, find and pull out a moveable wooden box that's blocking further passage.

B Second Prayer Wheel

1. Use the Main Hall Key to access all of the Buddha room this time. Once inside, take the first hall on the right and retrieve the Strongroom Key. Take your newly found key back to the room where you first entered the temple through and unlock the room containing the Rooftops Key. Access to the rooftops is just beyond the room with the two cutting discs.
2. Once above, flip the lever to drop through the trap doors and claim the two gemstones. Use one of them above ground near the dragon likeness to open access to the second Prayer Wheel. Now make your way back to the Buddha room.

D Fourth Prayer Wheel

Find the ladder on the right side of the room that allows you to climb across him. Get rid of your other gem in a receptacle just past his right palm. The trap door leads to a puzzle next to the indoor pool which drains it so you can move the crate in there and obtain the fourth Prayer Wheel.

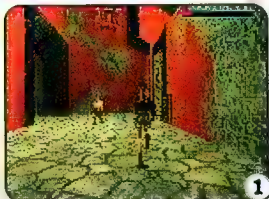


C Third Prayer Wheel

This time, take the far-right corridor leading out of the Buddha room.

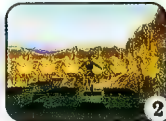
1. Where it splits into a "Y" intersection, take the left path and crash through the windows ahead of you out onto the cobblestone below. Hopefully you're on friendly terms with the locals here and they're not really an issue. To claim the third Prayer Wheel, climb all the way up the tower ahead of you and retrieve it from its resting spot.
2. On the way down, be ready for an all-out ambush of soldiers with high-powered fire arms. Now take the path you would normally take to return to the Buddha statue, but this time take a right at the main hall and follow it down until you reach the Gauntlet. Patience is the key to getting

past the burner and spiked guillotines with minimal damage. After picking up your reward, the Trapdoor Key, double back and take a right down the hall with the cutting disc. Outrun the cutting disc moving side to side to pick up the level's next secret hidden behind a closing set of steel doors.



Fifth Prayer Wheel

1. To obtain the fifth and final Prayer Wheel, again start from the Buddha room and use your handy-dandy Trapdoor Key to open it up. This path leads you through numerous different caverns until it ends with the structure containing the final item. The door is locked, so Lara must leap her way on the ledges on the near side to vault herself onto the roof of the building.
2. Simply drop down through the trapdoor and into the room below. Once you have the last wheel, head back to the Buddha shrine and head for the room on the lower level to the left of the great statue. Before you enter though, search around the back of it first and pick up the level's final secret.



Barkhang Monastery

Catacombs of the Talion

Name of Item

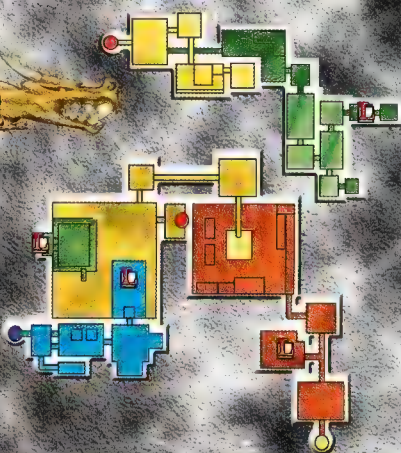
- 1) Golden Mask 1
- 2) Golden Mask 2



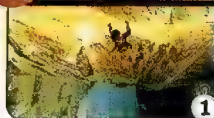
Location

- Locked away in a steel cage on the upper ledge in the room with the pool.
- On a pedestal located in a pool hidden under the melted ice.

Item Checklist



A The First Mask



1

1. When you enter the first room, make for the ladder in the right wall or pause for the first secret. Run to the crack in the wall, grab it and shimmy to the right. Go over the ledge for the dragon. Return to the entrance of the room. When you reach the bottom of the ladder, pull the switch next to the bars, then retake the ladder to the top of the room. Slide down the ramp, jump through the opening in the far wall, watch for stalactites and battle down the stairs. From the bottom stair, leap to the small square platform that's half-covered in snow.



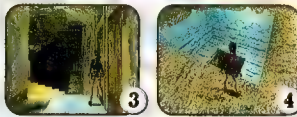
3



2

2. From this square ledge, leap to the ramp on your left. Run up and don't stop until the snowballs begin rumbling toward you. The moment you release them, stop and backflip to the ledge above. From the ledge above (the Tibetan Mask cage ledge), angle a leap to the right so that you land on the snowy outcropping above the pool. Hook around to the left and over the unstable floor plates.

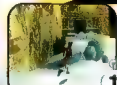
3. Climb the ladder you find to (almost) the top; then backflip to the ledge behind. Pull atop the small ramp to draw up the cage protecting the first Tibetan Mask.



4

4. Leap to the Mask, then head for the hole in the center of the now-empty pool.

B The Second Mask



1

Place the mask in the lock you find in the right wall.

1. When you dash into the next area, beware of the rolling boulders. Run at them, jumping to the left or right at the last moment and you'll live to fight the good fight.

2. When the action dies down, head for lowest square below the hole



2



3

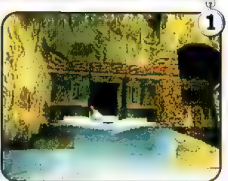
in the wall opposite the building. Jump to grab, then climb on it. Angle to the left and head toward the icy pond. Hang a right at the pond and blast through the cave opening. Climb the blocks immediately to your left.

3. Drop to the other side of the blocks and enter the water. The second Tibetan Mask beckons.

1. Enter the large area and pause at the doorway. It's about to get interesting. This is it: the end of the mission. You do like evading boulders and death spikes, don't you? Leap to the flat platform above the snarling cats.

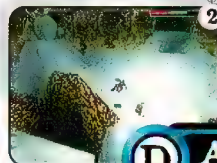
2. Note the ice wall on the right. Then trigger the boulders dead ahead first (jump up the ramp, then jump over them as they come at you). Next trigger the boulders up the left ramp; evade them with a side-ways jump toward the other ramp. These boulders will smash the wall.

3. As you enter the newly opened area, note the pair of floor plates. The near plate opens a door in the room beyond. The far plate, to the left, opens the door in the wall near it. Of course, things being what they are, each door is timed. Ignore the near floor plate and head for the floor plate that opens the first door. Jump

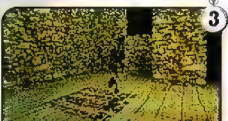


1

through and stop. Turn left and approach the corner—specifically the section of wall that could double for a ladder. To end this mission, run like hell over the first floor plate, then keep up the pressure over the second. Now come the jumps: Leap through the first doorway—angle right a tad—and immediately jump again to clear the spikes and make it past the far door before it closes.



2



3

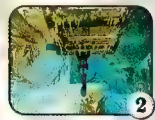
C Yowl of the Yeti

1. Yank the switch you find next to the bowl, draw your best yeti-killing device and let them have it. After that, find the box in the right corner, near the switch. Pull/push it under the near set of raised bars. Pull the switch on the back wall, then exit the yeti room the same way you entered. Your destination is the now-familiar hole in the wall next to the boulder ramp. Past the hole in the wall, dash down the rope bridge and go through the newly opened door.

2. Once over the bridges, leap to the ladder on the right and make your way to the next level secret. Lastly, look for the second suspended ladder on the other side of the pools to find the lever that opens up the main doors.



1



2

D Ancient Traps

Sports

The National News

Tuesday, February 3, 1998

AT A GLANCE



Page 2B

FEATURES

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Page 3B

World Peace Treaty

All Global Rivalries Put Off

Nagano Olympic Hockey To

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Please see Hockey on Page 3B.



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Section B

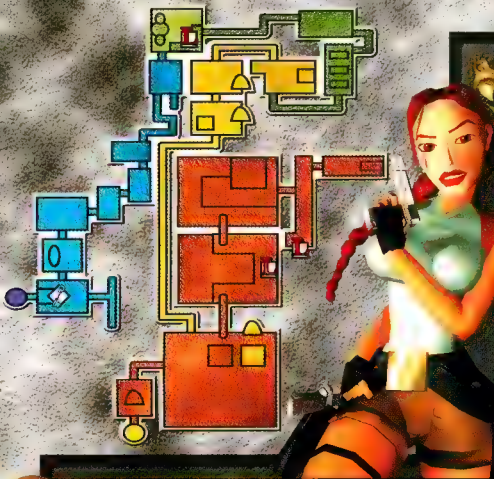
Signed Until '98 Tournament



LIMITED EDITION



Your Country Needs You.



Ice Palace

Name of Item

Location

- 1) Tibetan Mask
- 2) Gong Hammer.
- 3) The Talion



- In a room past the main springboard area guarded by several white tigers.
- At the end of foot bridge, below the pool of melted ice.
- In the center of the Ice Palace near the level's end, guarded by a giant Golem.

Item Checklist

B The Tibetan Mask



this springboard. Grab the window/bar coverings high above. When you get there, turn and take pot shots at the bell until it rings. Drop backward off the ledge to grab it, then release when ready.

1 Run right at the springboard, guns drawn and shoot the bell. The forward momentum should bring you to the slide. Holster your weapons midair, and grab any ledges to slow your fall (if necessary). When you ring the bell, the first set of bars beyond the set of double springboards opens. Guns holstered, stand so that the double set of bars are to your right shoulder. Step forward onto

2 Go under the raised set of double bars. Put your back to the double set of bars and gingerly step onto the springboard, ready to grab (or land on) the ledge high above. Once up top, turn around. Jump to the same side the bell is on (the left), ready to grab. Then shimmy to the end. Gather your wits, as this is a tough bell to ring. Make your way to under the now-open bars and climb the ladder. Work your way to the large room above. Once at the box, go through the opening in the wall to the right.

3 Make haste straight down the tunnel, take it around left and grab the Tibetan Mask that should be there.



A The Springboards



Shoot the bell and go in—the door's open!

1 Explore the main floor, wary of the off-color floor squares. Those innocent-looking squares are, in reality, springboards. Guns holstered, step onto the double springboard with just a tad of forward momentum. Your goal is to grab (or even land on) the top ledge. Once there, turn around and locate the wall switch. Select your favorite yet-slaughtering tool, then pull it. Drop off the left ledge to land on the second level. When the fun's over,

locate the opening in the cage on the second level near where you landed. Go through this opening and locate the off-colored square in the wall.

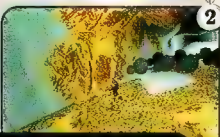
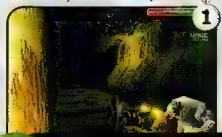
2 Pull the block out of the wall to reveal a very secret, and a fabulously confounding, room. That drag-on is a lot easier to get than you could possibly imagine. All you have to do is walk. That's right, walk. As in off the ledge. And walk across the invisible platform.

3 Then head out and to the left; find the switch in the room at the end of the passage.

1 Take the narrow passage to a very narrow cage room. Drop down the hole at the end of the cage, dispatch the yeti and head for the far rectangular hole in floor. Face where you entered the area and toss a few flares into the blackness to spot a thundering snowman. Shoot him dead him from above, if possible, then pick a safe spot among the clumps of spikes and drop to the floor. Hug the left wall and search for the second rectangular opening. Pull up and you'll find yourself on the red balcony noted in the previous

mission. Place the Tibetan Mask in its lock, drop down to the main floor, turn right and find the square opening in the same wall. Dash across the footbridge, take a left when you get to the end and worm into the passage you find. Hop across the ledges en route to the switch in the wall. Pull it to dump boiling oil onto the frozen pond. Now search the lake below for the Gong Hammer.

2 Again sprint your way past the avalanche and climb up the ladder of ice. Drop onto the Gong below.



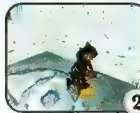
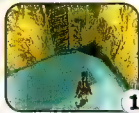
D The Talion Key

1 Descend from the gong area and make for the far-left corner. Jump to it and climb down. Turn left and drop off the ledge to the square below. Drop off that square to the ground. Pull the switch to open the door in the building next to the Ice Palace. Climb back out and when you're at the top of the ladder, backflip to the niche carved in the snow. Claim the dragon, then loop around to the front of the Ice Palace. Go into

the open doorways into the heart of the Ice Palace.

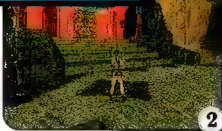
2 The Talion Key rests on the large block. Select your favorite weapon and head for the floor.

3 This Boss possesses no ranged attacks and is too big to climb. The easiest victory path begins when you call him into action (by setting foot on the ground). Immediately turn tail and climb to a safe position on the Ice Palace while firing away.



C The Gong Hammer

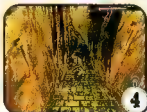
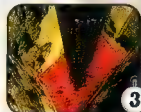
A Temple Entrance



1. You'll want to re-position Lara with a timed flip so that she's sliding down the waterfall backward. To pick up this stage's first secret, simply hang from the edge of the waterfall and shimmy over to the room to the left and claim her prize.
2. Just past the waterfall, in a submerged cavern to the left, lies the temple's main entrance. You won't be able to enter though until you perform a series of tasks first. (So what else is new?) Instead, you must springboard your way on the roof and move the lever on the opposite side. Now swim

back to the ledge in front of the waterfall you fell from earlier.

3. Carefully shimmy your way around this room, pausing long enough to collect the secret near the bottom floor.
4. You must also be quick on your toes in many instances throughout the level if you wish to avoid certain death.
5. At the height of the climb, you'll find a lever to flip which opens the main doors to the temple. (Just were you'd expect it be, right?)



B The Dragon Seal



1. Be sure to save your game before attempting these critically timed jumps. Don't worry too much about the spiked walls closing in on you as you drop down into the room below, as long as you maintain your running pace. Flip the switch at the end, then roll and run back—those spikes shouldn't come close. In the room beyond, flip the switch on the right side of the doorway first, then side jump over and hit the left one.
2. A well-timed running jump/hang will get you away from that pesky boulder situation. Now pull yourself up and claim the Dragon Seal.

D The Main Chamber



Use your newly acquired Silver Key to open up the final chambers of the level. Of course, traps abound in here so keep an eye peeled for the ever-present boulder rolling your way. Don't worry about the disc cutter in the room just before the wooden suspending bridge. It won't start moving until you've cleared the room first. Just remember that it will be active on your return trip. On the other side of the bridge is a switch that opens up the last room. Unfortunately, to reach it you have to go through everything again—only this time backward. After you clear the second disc cutter, spring board your way up to the highest areas of the chamber.

1. In the final room, climb up the ladder ahead of you and follow the path along the roof to the switch waiting at the end.
2. Grab the Main Chamber Key from its platform and slide down from ledge to ledge until you reach the final set of ladders in the room and ultimately, the level's exit.

C Get The Keys

1. From the Dragon Seal platform, climb your way around the left side of the statue and move the switch to raise the lava-filled floor. You'll have to master using the springboards effectively in here, as one wrong landing can toss her into the lava pits below or into the path of an oncoming boulder.
2. Enter the room beyond and drop down a floor with the armed knights below. Use the Dragon Seal to open the door ahead. In the water-filled room you need to flip three cleverly hidden switches on the walls to open up a hidden passage.
3. The puzzle that follows will really test Lara's lung capacity. First, move the submerged lever at the end of the room to raise the water level. Next, flip the lever located across from the gate it opens hidden in a long corridor, then immediately hit the switch beyond to open up access to the last switch she must move in the room (Whew!). The water-filled tunnel beyond will take you directly to the Gold Key. Use the key to open up a hidden cavern near the waterfall and a platform containing the Silver Key.

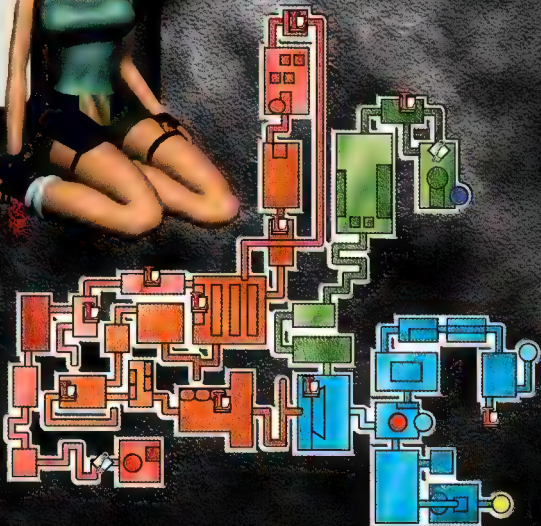
Item Checklist

Name of Item

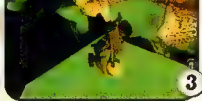
Location

- 1) Dragon Seal
 - In a room past the swinging spikes.
- 2) Gold Key
 - Past the room with the adjustable water level.
- 3) Silver Key
 - In a room past the spider domain.
- 4) Main Chamber Key
 - Past the spiked wall in the Main Chamber.

Temple of Xian



A The Mystic Plaques



1 From the start, jump to the slanted green island. Execute your jump a few feet before the edge of the slide, then jump again with a last-second grab. Pull up and dash for the switch dead ahead. Pull it to unhinge a trapdoor on the underside of the building that rests on this area's main island (to the right of the switch).

Dash down the caged hall, drop down the slide, jump near the bottom to make the next slide. Now climb up into the building and claim the first of two Mystic Plaques. Watch out for

more baddies when you exit. When all's quiet, head for the edge of the island; jump up to the roof of the building via the rocks to find a secret.

2 At the edge of the island, turn to face the building (the tree will be to your right), drop down and climb your way up the islands beyond. The one near the building where you found the first plaque holds the second one in plain sight below for the taking.

3 Place both plaques in their respective areas on each side of the main door and go through.

B Zip Line Commuting

You'll find a hidden path that leads to a level secret at the right side of the room just after you pass through the main doors.

1 Carefully execute a diagonal jump down to the bridge below and move back in the direction you came from. Pull the switch in the room beyond and double back to a small room to her immediate left and prepare for a little ride. Climb up the rest of wall that you land in front of and make your way to the rooftops and outside balconies of the building, being wary of the occasional boulder or two trying to impede your progress. From the second-highest ledge you can execute a running jump/hang to the island ahead that contains another zip line.

2 Follow this one all the way down, past the bridges you've been on before into one of the most bizarre areas seen thus far.



Name of Item

1) Mystic Plaque 1

2) Mystic Plaque 2



Location

■ In the room above the switch-activated trap door.

■ Located on a separate island just below you at the start of the level. It's easier, however, to skip it until you go and pick up Mystic Plaque 1 first.

Item Checklist

C

The Lava Pits

Approach the green box, pull it back two notches, climb up and jump to grab the ledge above. Yank the switch that waits for you. Retrace your steps to the edge of the trench and drop in. Yank the switch you'll find on the platform below, then make your escape to the left. Return to the switch above the main floor, then climb up to the ledge overlooking the lava pit and the now-opened trapdoor in the pit.

1 Run, jump and dive (that's right, dive!) through the opening in the lava. Swim to the surface and plow forward to the switch. Pull it and retrace your slog; submerge and swim left when you get to the T-intersection. When you see the surface of the water, go straight up. Watch out for those blades! Turn around, locate the switch in the niche above the water to shut off the blades, then head to the ledges above and beyond the blade corridor. Now turn right at the top and return to the main area.

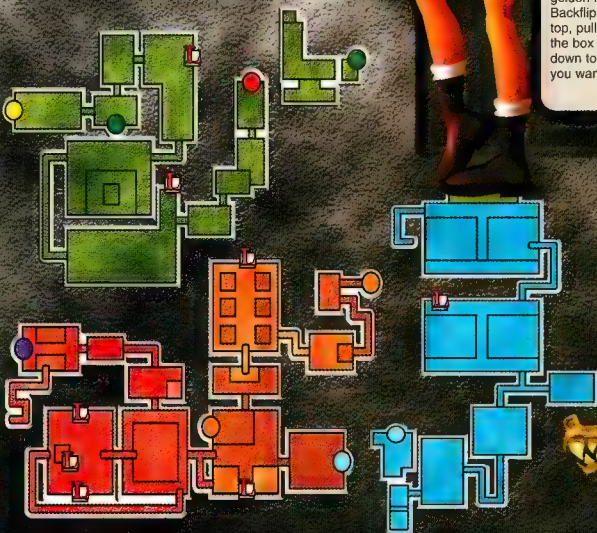
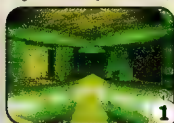


D

The Caged Arena

1 Drop down from this room and battle the bad guys in here. Then ascend the latter ahead. A little more than halfway up, move right. Then backflip with a grabbing twist. Do it right and you'll find yourself hanging on another golden ladder. Ascend to the large flag-like color bar beneath the ladder. Backflip with another twisting grab to snag the next gold ladder. Climb to the top, pull up and start jumping back and forth angling for solid ground. Move the box you find at the far end of the ledge under the zip line. You'll take it down to end the level. But before you go—pause for a moment and decide if you want to acquire the final secret trophy of the game.

2 For the last secret in Tomb Raider II, instead of moving the box under the zip line, pull it out one more square, then leap down to the flat area on the rocks below (to the left). Go down the flat area and turn right at the end. Step onto the square outcropping, then jump across the lava trench to the deep niche cut out of the rocks (just a shade to the right). Turn around and leap to the flat portion of rock back on the other side of the trench (a shade to the right). Pull up into the opening and follow the passage all the way to the end; the gold dragon is waiting...



Floating Islands

A The Mystic Plaque



1



2



3

From the start room, slip past the frozen guard.

1-2. Blast the baddies and pull the switches. Then enter the dark pillar room.

3. Grease Bartoli's boys. One of the last guys you kill coughs up the key to the final room and the final showdown.

Once through the double doors, enter the large room and stop. This is it. Select your Uzis, then take stock of the area. Note Bartoli's "corpse" in the center of the room. Note the square, watery holes that surround the body (you'll find submerged ammo and health). Finally, note (if you can see them) the closed doors beyond Bartoli that's the way to the exit. The stage set, approach the body with guns drawn.

B The Dragon



1



2

When you get close, call forth the power of the dragon, in the form of a big, angry, fire-breathing, gold dragon.

1. Sideways jump and don't stop firing. If you get

flamed, make for the water holes—that's what they're there for. Good luck.

Item Checklist

Name of Item

1) Mystic Plaque 3



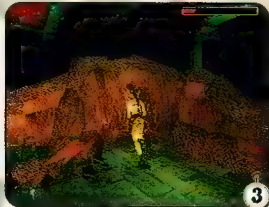
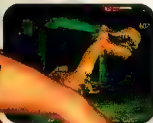
Location

■ In a room beyond the Chamber of Xian, near a locked door. Defeating one of the enemies in this area will grant you the Mystic Plaque and access to the room beyond.

3 When you drop the dragon, approach the body and follow the swirl of magic stars to the belly of the beast. Quickly pull out the Dagger—that's the only way to kill it for good. The only way! (If you don't get the Dagger in time, the beast gets back up and the battle begins anew.) Dagger in hand, make for the exit via the doors you open by taking the Dagger. (The exit doors you

noted when you first entered the area.)

Now run like hell...



3

A It Ain't Over Yet...



1



2



3

The Dagger of Xian is a fine trophy—one that Lara lovingly admires at the opening of this final, final mission.

1. The moment the alarm sounds, dash around the bed and head for the door next to the bathroom doorway. Plug a key in the lock next to the door (you already have the key), then scoop up the shotgun and as much ammo and health as you can. Time is short, so make every movement count. Then dash back into the bedroom and begin blasting

baddies (the first will probably be to the left, on the other side of the windows).

2. Battle your way down out of the bedroom, down the stairs and head outside.

3. Kill them all to end the mission and the game. The last baddie is a Boss of sorts. He's big, he's mean and he's got automatic firepower to boot. He's definitely one man you can't miss. After you drop him, kick back and let Lara have the last word.

Croft's Codez

During a level, perform the following commands in the sequence below to receive secret help.

Full Armament

- Sidestep left, right, left.
- Walk one step backward, then forward.
- Turn around three times.
- Backward jump, then press roll while in air.

Exploding Lara

- Sidestep left, right, left.
- Walk one step backward, then backward.
- Turn around three times.
- Forward jump, then press roll while in air.

Level Skip

- Sidestep left, right, left.
- Walk one step backward, then forward.
- Turn around three times.
- Forward jump, then press roll while in air.

Home Sweet Home

The real wheel



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- According to the instruction manual, once you have used up your magic, you're finished. This isn't true! When you have reached the Hell Realm, you should begin with your meter set back to 9:9:9:9.
- By using your Magic, you can restore Spawn's health. Try to avoid this early on in the game. You will need this magical energy later on, when your opponents become hard to defeat.



■ **Spikes Trap:** While playing in the game, you will come across areas that are set up with spiked traps. Spikes will fall from the ceiling and can be a surprise when running aimlessly through rooms. Try to inch forward and let the spikes fall. If they are retractable, it won't be a problem to touch them after they've fallen. But if they aren't, try to jump over or avoid them altogether.

Fighting Tactics

Throughout the game, you will run into several opponents out for your blood. Depending on who they are, you'll want to take special precautions and perform certain moves to stay alive. Here are some useful tactics to use during a fight:

- When using Fire and Ice Blasts, keep in mind that they are sometimes difficult to execute, especially

when there is slowdown in the game. Try using the Hell Gauntlets. They're easy to perform and can also be very useful. As far as the Magic Blasts, don't bother. This energy is better reserved for healing yourself.

■ The Arm Rip is very useful and also entertaining! One of the opponents worthy of this move is the Shaman, which are difficult to defeat otherwise. Try to practice this move before using it in a vital moment. Keep in mind that Spawn can only Arm Rip opponents that are his size or smaller. Using this move on zombies

- won't affect its strength.
- Another good thing to consider is that some enemies are somewhat short. High Attacks won't be very effective in this case. Try alternating Crouch Kicks. Even Crouching Spin Kicks can prove effective.

■ There are a few combos that can help Spawn get through most of the game. They are listed in descending order of usefulness below:



Street Realm

Here in this desolate cityscape is where Spawn once lived. Your main concern throughout this level is to learn your moves and techniques well. Get associated with what might be around the corner. Once you have mastered your skills, be prepared to use them on Violator at the end.



1. **Neuroplasmic Sphere:** At the beginning of the level, there will be one of these out of reach. Just jump up on the trash can to access this power-up.

2. **Rusty Key:** Having trouble finding this key? Just smash the trash can in the diner to locate it.

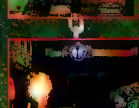
3. **Secret Passageway:** You may also run into secret areas, such as this one. Some have plenty of helpful power-ups for the taking.



4. **Overkill:** When you run into this guy, try to corner him. Then alternate between combinations one and two, and you should be able to defeat him.



5. **Overkill 2:** When you come across Overkill again, watch out for his laser! Start dodging his shots and begin to use combination one repeatedly.



6. **Redeemer:** He is a pretty good opponent. Dodge his magic blasts and then perform a combo. Repeat this over again to kill him. You might want to try to use a Hell Gauntlet.



7. **Falling Objects:** Slowly inch your way through these corridors to stay clear of the falling beams.



8. **Violator:** This is what it's all about! When you come face to face with Violator, begin by throwing fire blasts from far away. Stay clear from his flame spears and long arms. When you come in close, perform combination two, dodge and repeat once more.

Be cautious when approaching Violator. His long spindly arms have a way of getting in your path!



COMBOS!

1. [Fire Blast] [Ice Blast] [Fire Blast] [Ice Blast]
2. [Fire Blast] [Fire Blast] [Fire Blast] [Fire Blast]
3. [Fire Blast] [Ice Blast] [Fire Blast] [Ice Blast]
4. [Fire Blast] [Fire Blast] [Fire Blast] [Fire Blast]
5. [Fire Blast] [Ice Blast] [Fire Blast] [Ice Blast]
6. [Fire Blast] [Fire Blast] [Fire Blast] [Fire Blast]
7. [Fire Blast] [Ice Blast] [Fire Blast] [Ice Blast]



system: PlayStation
publisher: SCEA
developer: SCEA

strategy talk

It's quite a known fact that Spawn is one of the hottest comics to hit in recent years—so it's no surprise that he's starring in his own game!

In this four-level adventure, Spawn travels from realm to realm, seeking out the secrets that will lead him down to hell. But it won't come easy with Malebolgia sending his demon force to stop you down.

When you begin, you will come across some easy opponents and traps. Both will help you learn the basics of the game. From then on, you are challenged with more difficult tasks.

The levels listed in this strategy show highlights to the more difficult areas and enemies to get by. As long as you learn Spawn's moves, techniques and the combinations listed here, you should have no problem getting to the end of the game. Take things slow and don't be afraid to explore around. You might just run into a secret area!

—Jason "Ric Flair" Morgan and Carey "The Undertaker" Wise

strat-stats

time to complete: 12 hours
challenge: moderate
coolest Boss: Vandalizer
replay value: none
coolest realm: Hell

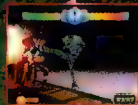
EGM

Medieval Realm

Battle your way through zombies and rabid werewolves, as you continue your quest for hidden keys and added strength. There are many sharp objects to stay clear of, so take it slow and know your next step.



1. Platform Room: When you enter this room, it might look a bit intimidating. After all, that greenish ooze at the bottom doesn't look too inviting. In case you do fall, keep in mind that there is a teleporter along the wall. You can escape to:



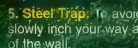
2. Globe of Shadows: Here in the graveyard, smelt all the tombstones for hidden power-ups as well as the Globe of Shadows. This will help you against the zombie that's around the corner!

3. Werewolf Primarch: This guy isn't as tough as you think. Polish him off with a few quick combos.

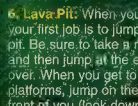


4. Direction Block Room: As soon as you enter this room, start smashing

the blocks you've collected into the keyholes located in the four corners of the room. If you delay, fireballs will begin shooting.



5. Steel Trap: To avoid getting sliced, slowly inch your way along the edge of the wall.



6. Lava Pit: When you arrive here, your first job is to jump over the lava pit. Be sure to take a running start and then jump at the edge to make it over. When you get to the stone skull platforms, jump on the block right in front of you (look down). Then jump



onto the next two floating blocks.

7. Blood Key: If you want to go after the Hell Gauntlet and Necroplasmic spheres, inch your way along the edge (the corners are safe spots). Then roll across the line of fire to collect them. Note: This area is very hard to get past without getting hit.



8. Open Casket: Head left as soon as you enter the room to avoid the spikes. Then break open the coffins to find more surprises.

9. Vampire King: You better know how to dodge because you're going to need to. By using a few combos along with an occasional Hell Gauntlet, you should have this guy under control.

Savage Realm

This primitive stage in the game offers plenty of confusing corridors and puzzling traps to slow you down. Don't forget to check out everything. You might find something you need or discover a better way!

1. Waterfall Treasure: At the very beginning of this level, you will enter an open area with a waterfall. If you go behind the waterfall, you can pick up some additional spheres.

2. Hall of Death: To beat these fireballs, you must jump over the low fireballs and roll under the high ones. Take it slow!

3. Fake Wall: Crawl in a while you will come across a secret room by testing out the walls. Here is one by the large spikes that contains a wall button you need to hit. Then take the green platform back up to exit.

Sharp Spikes: Don't attempt to crawl under these. Jump down into the water and go behind the waterfall to hit the switch that will turn off the spike trap.

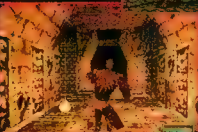
5. Makuta: This guy enjoys throwing plenty of fireballs your way. Again, dodge and then



move in to assault him using combination number four.

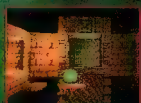


6. Spike Obstacle: If you go about this the right way, it's not that hard. Choose to go straight up the middle. This way you'll only have to dodge two spikes.



7. Fireball Trap: Be extra cautious when approaching this hall. Some of these holes will only shoot fireballs when you get close. So, don't try to time this one. Roll, when you're not sure.

8. Horrolog: You actually don't have to fight him. What you do need to do is jump from platform to platform hitting the buttons at each corner of the room. Horrolog will try to stop you with his magic blasts, but they are slow. As long as you keep moving, you should be OK.



Hell Realm

Here is where it all comes down to—and where you need to use all that you got! There are eight spheres or levels within this realm. Each sphere has its own bad guys to get through. They will whip out every source of evil to bring you down, so think and act quickly!



1. Blue Crystal: Grab this crystal by jumping from the top of the pit and get down in it.



2. Fire Screen: This walking flame can be put out using a few Ice Blasts!



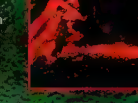
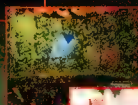
3. Wall of Spikes: To access a separate passage, inch forward and then jump back when the wall flies at you. Now follow its retreat to this passage.

4. Patience: The key here is to be patient and take it slow. Wait for the right moment.

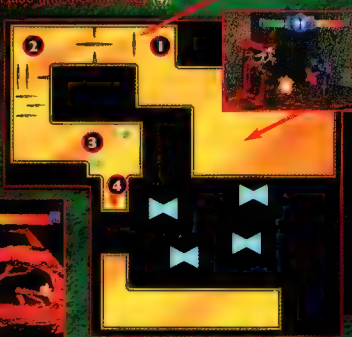
5. Vandalizer: Don't be too intimidated by the Necroplasmic Lord. Use your number two combo to take him down.

6. The Right Path: To avoid getting impaled, walk on the stone floor on the left without any blood stains.

7. End Bosses: Near the end, you'll run into some of the same opponents you've fought before. Just continue to dodge and use the same combinations that have gotten you this far and you should do fine!



Buzzsaw Hall: This tricky area isn't too hard if you take it slow. At the first saw hall (1), stay to the right side of the first blade and inch your way up. Then move to the center and jump forward. At the second hall (2), climb starting in the middle, jump diagonally left over the blades. Then jump forward between the blades at the rest. There are Necroplasmic at the end (3). You will also find the last key (4).





See No Evil...



Hear No Evil...



Crush Evil
With Your Butt

Skullmonkeys™

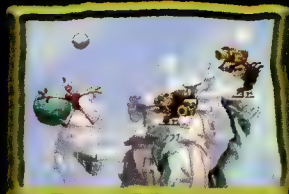
Armed with a killer butt and a boatload of bizarre weapons, you're Klaymen, the last clay action hero. **Run. Jump. Butt-Bounce.** Repeat until you save your beloved homeworld from the evil villain Klogg and his Skullmonkey minions.



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Broken Sword



system
publisher
developer

PlayStation
THQ
Revolution

strategy talk

Welcome to the world of George Stobbard, an American who's trying to enjoy a nice cup of coffee at a local Parisian cafe. But after a hideous sinister act takes place, George is hurled into a mystery that takes him around the globe and on to the secrets of the Knights Templar.

This mystery adventure with an easy-to-follow interface will captivate you with its strong story line and rich music, done by one of Britain's premier composers, Barrington Pheloung.

This simple walk-through breaks the game up into several acts that take you from country to country. Stay alert to the clues given out; you may need to remember them later on. If you breeze through the levels, you may miss something important, so take it slow. Also, try to pick up anything you can to help yourself through difficult areas. You will soon find that George has a big enough jacket to carry just about anything!

—Carey "The Undertaker" Wise

strat-stats

time to complete:

14 hours

challenge:

fairly moderate

favorite character:

Lady Piermont

cold medicine

consumed:

couldn't tell ya

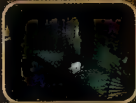
Act 1: Paris

Café de la Chandelle Verte

- Pick up the newspaper and read for info.
- Proceed to the construction area.
- After the interview with the detective (Rosso) in the cafe, talk to the journalist (Nicole).
- Ask her about the clown and Plantard until she gives you her number.



- Go back to the construction area and talk to the worker.
- Give him your newspaper.
- Grab the T-shaped tool from the toolbox.
- Go to the alley across from the cafe and then open the sewer lid with the T-shaped tool.
- Go down the sewer entrance and pick up the clown nose.



- Continue on and pick up the issue and scrap of material.
- Go up the ladder and out to the hotel courtyard.
- Talk to the concierge about the material. (You will need to show him Rosso's card before you ask him this.)

- Ask about the green jacket for clues.
- Go to the construction area and call Nicole for her address.
- Proceed to the area map to go to Nicole's apartment (Rue Jarry).

Rue Jarry

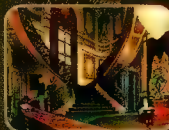
- Talk to the flower lady for info on the whereabouts of the apartment.
- Go inside Nicole's apartment.
- Take the photograph from her after showing the material.

Rivée du Monde

- Go to the costume shop and show him the photo then ask about the clown.
- Leave the costume shop and go to a phone to call the tailor. Ask the tailor about Khan using the photograph. He will then direct you to the Hotel Ubu.

Hotel Ubu

- Enter the hotel and talk to Lady Piermont.
- Go upstairs (the door will be locked).
- Head back down and get Lady Piermont to distract the clerk so you can grab the room key.
- Enter the first room on the right.
- Go outside the window and enter the next window over to get to the other room.
- Try leaving the room through the door.
- After the killer leaves the room, check the pants on the bed for two items.
- Show the clerk the ID card to get a package intended for the killer.



- Use Lady Piermont by showing her the ID card to help you deal with the clerk and get the package.
- Go upstairs and into the first room.
- Drop the manuscript off the ledge to avoid being caught by the men outside the hotel.
- Leave the hotel and after being searched, go to the alley to retrieve the manuscript.
- Look at the manuscript with Nicole.

Crune Museum

- Proceed to the Crune Museum.
- Go to the tripod exhibit at the center of the room and examine it for more clues.
- Go to Nicole's apartment and discuss the tripod and next plan.
- Go to the airport and fly to Ireland.

Act 2: Ireland

MacDevitts

- Talk to the boy Maguire to find more clues about Peagram.
- Enter MacDevitts (the bar) and talk to Sean Fitzgerald.
- Talk to the bartender and snatch the towel by the beer pump.
- Talk to the poacher (Sheezy) and take his wire trap when he leaves it on the table.
- Go back to Fitzgerald and ask about the dig. (He won't say much).
- Leave the bar and talk to the kid again.
- Go back inside the bar and confront Fitzgerald about Peagram and the package.



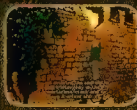
BROKEN SWORD

THE SHADOW OF THE TEMPLARS

- Then go back to the cellar and retrieve the gem.
- Rinse the towel under the running water.
- Leave the bar and take the path out of town.

Abandoned Castle

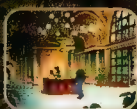
- Talk to Fitzgerald's uncle by the hay wagon and ask him about Sean Fitzgerald.
- When he leaves, climb the haystack.
- Use the T-shaped tool to create a step and get yourself over the wall.
- To get past the goat, head toward the ladder. When you get knocked down by the goat, click on the plow to distract and trap the goat. Now you can continue down the ladder.
- Grab the plaster out of the sack that's on the table.
- Knock over the stone statue to reveal holes in the ground.
- Place the plaster on these holes.
- Squeeze the wet towel over the plaster and then place the plaster piece on the switch by the door.
- Then enter the room.



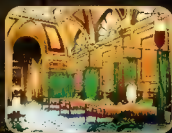
Act 3: Paris

- While at **Nicole's Apartment**, show her the gem.
- Go to the **Crûte Museum** and talk to André about the Knights of Templar.
- Proceed to the **Police Station** and talk to the sergeant about Marquet.
- Leave and go to the hospital.

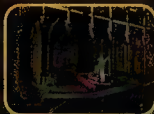
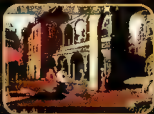
Hospital



- Talk to Felix and Benoît (two doctors in lobby).
- Return to the ward. You will be stopped by a pesky patient. To deal with him, go to Benoît and give him the pressure gauge.
- Then proceed into Marquet's room and talk to him.
- After talking to Nicole, go back to the museum and talk to André.
- Open the window and hide in the sarcophagus. When Flip and Guido arrive, push over the totem pole to knock them over.
- Talk to Nicole.



Act 4: Montfaucon Catacombs

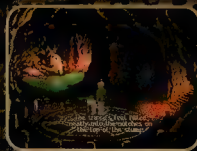


Montfaucon

- Go up to the juggler and try to juggle.
- Then go back to the officer and show him the clown nose.
- Try to juggle once again to get rid of the officer and juggler.
- Now open the sewer lid with the T-shaped tool.

Catacombs

- In the sewer system go over and punch a hole with the T-shaped tool on the first arch of the right wall.
- Pull the lever inside the hole.
- Go onto the boat and lower the chain from the crane.
- Pick up the chain and attach it to the cog inside the floor.
- Go back in the boat and crank the chain to demolish the wall.
- Then go into the hidden room.
- Look through the hole to view a secret meeting of the Templars.
- Look inside once again to make sure they have left.
- Then go down the stairs and place the tripod and jewel on the stump to reveal a hidden message.
- Talk to Nicole.



Act 5: Spain

A Visit to the Countess

- Use the pressure gauge on the end of the nose to turn the water off.
- Then go into the house and head to the end of the hallway.
- When the dogs bark, hide behind the suit of armor.
- Then go upstairs and talk to the Countess about everything.
- When in the mausoleum, move the Bible off the lectern to reveal the checkerboard.
- Talk to the Countess about the board.
- When Lopez brings the pieces to you, use them to solve the chessboard puzzle. (Read the sidebar to the right of this if you can't figure it out.)



To avoid the dogs and Lopez finding you, hide behind the suit of armor located next to the staircase.



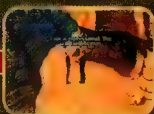
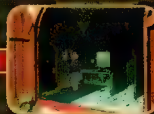
The Chess Puzzle

To access the hidden chance, you must place the black king in checkmate. To do this right, move the white pieces on the middle column in this order: the bishop on top, the knight in the middle and the king on the square below the knight.

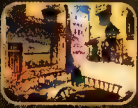
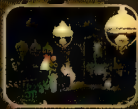
Act 6: Syria

Marib

- Head to the right of the screen and go up the staircase.
- Give the matchbook to the carpet seller to reveal the staircase to the club.
- Go up the stairs to the club.
- Go to the bathroom door. (It will be locked.)
- Ask Ultar what the sign on the bathroom door means. He will tell you to go get the toilet brush to open the door.
- Go back to the marketplace.
- Go up to Arto (the kebab guy) and click the right button on your mouse (the look command) to reveal the toilet brush.
- Then talk to Nejo about Arto and what to do to get the brush. Give him the red ball.
- Go to Arto and use the phrase Nejo told you.
- Then go back to Nejo and get the brush.



- Walk over to the club and return the brush to the manager.
- Now go in the bathroom and unlock the roller towel dispenser and take the towel.
- Go into the stall and take the short chain above the toilet.
- Return to Nejo. (He should be playing with the ball.)
- Pet the cat and then immediately ring the bell that's on the table. (The cat should knock the statue off the shelf.)
- Get the broken statue; use your tissue to shine it up.
- Sell the junk statue to Duane (tourist) for \$50.
- Go back to the club and show the photo to Ultar. Then talk to Ultar about getting to Bull's Head Hill. Give him the \$50 to take you there.
- Give Ultar the bathroom roller towel to replace the fan belt.



Bull's Head Hill

- Break off a twig from the tree.
- Use the twig on the cut towel to make a device to climb down the edge.
- Grab the ring inside the niche in the rock to open the hidden door.
- Enter the room to locate Klausner's body.
- Search Klausner's body to find the lens.
- Read the inscription on the wall.
- Tell Khan the truth about Klausner and the inscription.
- After agreeing to shake Khan's hand, quickly grab the hand buzzer to use on him.
- While Khan is down, jump off the edge.
- Return to Nicole's.

Be sure to grab the hand buzzer immediately after Khan wishes to shake your hand. If not, you will end up as scrap meat for the birds.



Act 7: Montfaucon Church



Walk over and give the priest the chalice.



Use the lens on the scroll to see a message.

In the Church

- Talk to the priest. Give him the chalice.
- Examine the tomb on the rear wall to the right.
- Use the lens on the scroll located on the statue's hand to reveal a clue.
- Get the chalice back from the priest.
- Go to the Crune Museum and talk to André about the Baphomet.
- Go to the Baphomet site from the Paris map.



Act 9: Spain

A Second Visit to the Countess

- Take the mirror hanging on the wall, from the utility room.
- Talk to the Countess about what you know.
- Go to the mausoleum and shut the window using the window staff.
- Use your tissue at the end of the staff and light it using the candles on the lectern.
- Then light the big candle up top to reveal the hidden key.
- Take the Bible and go back to the Countess.
- Have the Countess read the Bible passages you have discovered.
- Ask Lopez about the wells and where they are located.
- Then grab the hazel stick from the tree by the side of the house and show it to Lopez.
- Look at the lion's head and pull its tooth and then immediately jump out of the way.
- Examine the exposed wall.
- Use your mirror to deflect light coming down from the top of the well, onto the exposed wall to see the socket.
- Locate the socket (keyhole) and use the stone key to access the secret room.
- Walk into the secret room.
- Return to Nicole's and then go to the airport to take off for Bannockburn.



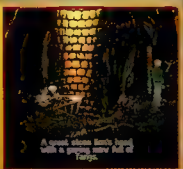
Get the stone key from the mausoleum.



Take a hazel twig from the tree on the side.

Lion's Head

After entering the well, walk up to the lion's head. Just as soon as you pull its tooth, jump out of the way to avoid being smashed!



Act 11: Scotland

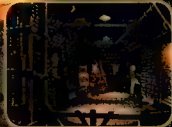
Enter the Crypt

- Go into the lower and turn the handle on the wheel mechanism to break it off. Then take the cog and spindle pieces.
- Walk over to the rubble and examine the pile for more pieces and a second cog.
- Use the two cogs to put in the demon's eye sockets.
- Place the handle on the demon statue.
- Enter the crypt and go to the far exit.
- To foil the grand master's plans, throw the nearest torch on the gunpowder.

Act 8: Excavation at Institut Nerval

In the Lobby

- Go down the steps to the lobby (where the guard is standing watch).
- Try to open the bathroom door.
- Ask the guard for the keys to the bathroom (toilet icon).
- Take the soap that's on the rusty sink.
- Use your keys on the soap to make an impression.
- Then sprinkle the plaster onto the soap.
- Rinse the soap under the sink to make the plaster key.
- Give the keys back to the guard, and then go back outside.
- Try to dip the plaster key in the paint pot (the painter won't allow you).



Ask for the keys to get into the bathroom.



To get rid of the painter, tell him he has a phone call.



In the bathroom, replace the excavation key with the painted key you created.



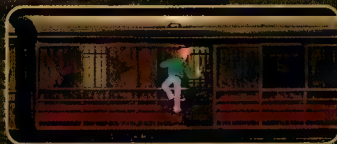
Use the chalice on the pattern below to read the message.

Act 10: Train

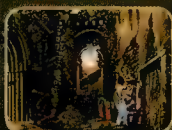
All Aboard!

- After the ticket guy visits, leave the compartment you're in and head left.
- After running into Guido, go back to your compartment.
- When you realize that Nicole is gone, head to the second compartment and talk to George (the guy who's drinking) about Nicole.
- Open the window and climb on the top of the train with George's help.
- Head right to the baggage car and enter the side door.
- To avoid getting shot, grab the brake cable after Guido is knocked off. This will stop the train and knock Ekund to the floor.

- Attempt to leave the baggage car.
- Talk to Nicole and leave the baggage car.



To avoid getting shot in the baggage car, pull down on the train's brake.



After locating all the cog and spindle pieces, use them on the demon. This will open the entrance to the crypt.



VIDEO GAMES: PLAYSTATION

True	Release	Price	True	Release	Price	True	Release	Price	True	Release	Price	True	Release	Price	True	Release	Price
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Asio Combat 2	NOW	\$44	Destruction Derby 2	NOW	\$46	MSB The Dark Age	NOW	\$44	Power Boat Racing	NOW	\$46	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Alundra	NOW	\$48	Disc World 2	NOW	\$46	Madden FB '98	NOW	\$44	Rampage World Tr	NOW	\$46	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Apocalypse	NOW	\$46	Dynasty Warriors	NOW	\$46	Masters Destruction	NOW	\$51	Ray Storm	NOW	\$44	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Asio Prophecy	02/98	\$49	Earthworm Jim 3	02/98	\$52	Master of Monstrs	02/98	\$49	Rayman 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Armed	01/98	\$50	Eric	02/98	\$49	Masters Tea Kasu	NOW	\$49	Real Fishing	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
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Athlete	01/98	\$46	Fighting 1178	NOW	\$44	Master Gear Solid	04/98	\$46	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Batman & Robin	01/98	\$44	Fighting Force	NOW	\$46	Master Rancher	NOW	\$44	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Battle Sport 2	01/98	\$48	Fatal Fantasy Tact	01/98	\$56	Master	02/98	\$49	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Breath of Fire 3	01/98	\$44	Fatal Fantasy VII	NOW	\$46	Master Racer GP	NOW	\$44	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
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C & C Red Alert	NOW	\$48	G Police	NOW	\$44	MSB Jam '98	01/98	\$49	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
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Dark Wars	NOW	\$46	Herc's Adventures	NOW	\$40	NHL Hockey '98	NOW	\$42	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Demolition	01/98	\$49	Jet Moto 2	NOW	\$42	NHL Hockey '98	NOW	\$42	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Destroyer	NOW	\$42	Justi	03/98	\$49	Nightmare Circus	NOW	\$46	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Dark Breeders 2	NOW	\$42	Justi	03/98	\$49	Old World	NOW	\$44	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Cooler Crisis	NOW	\$46	Kings Kongs	NOW	\$36	Old World	NOW	\$44	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
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Crash Double Daryl 2	NOW	\$46	Lost World	NOW	\$44	Old World	NOW	\$44	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
Dark Defiant	NOW	\$39	Lost in Time	01/98	\$58	Old World	NOW	\$44	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52	Resident Evil 2	NOW	\$52
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Kick Island	NOW	\$19	Secret of Evermore	NOW	\$46	FIFA Soccer '97	NOW	\$52	Mortal Kombat 3	NOW	\$52
Lost Vikings 2	NOW	\$44	Secret of Mana	NOW	\$62	Genesis Noddy	NOW	\$169	Mortal Kombat 3	NOW	\$52
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Honey Moon	NOW	\$19	MSB Racer 200	NOW	\$49	Die Hard Wireframe	NOW	\$19	Mortal Kombat 3	NOW	\$52
Kick Island	NOW	\$19	Secret of Evermore	NOW	\$46	FIFA Soccer '97	NOW	\$52	Mortal Kombat 3	NOW	\$52
Lost Vikings 2	NOW	\$44	Secret of Mana	NOW	\$62	Genesis Noddy	NOW	\$169	Mortal Kombat 3	NOW	\$52
Madden '98	NOW	\$52	Super Mario	NOW	\$59	Liberty or Death	NOW	\$39	Mortal Kombat 3	NOW	\$52
Mark Battle Fishing	NOW	\$64	Super Mario Kart	NOW	\$34	Lost World	NOW	\$34	Mortal Kombat 3	NOW	\$52
Monty Mantis 3	NOW	\$59	WWF Attitude	NOW	\$52	Lunar	NOW	\$34	Mortal Kombat 3	NOW	\$52
NBA Live '98	NOW	\$46	WWF Attitude	NOW	\$52	NBA Live '98	NOW	\$46	Mortal Kombat 3	NOW	\$52
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Great Dalmati	NOW	\$5	MTG Visions	NOW	\$2	Mort Kom 3 Pekt	NOW	\$62	Tekken 2 Official	NOW	\$13
Illuminati BP	NOW	\$2	MTG Weatherlight	NOW	\$2	MSB Packed Gde 2	NOW	\$7	Tekken 2 Official	NOW	\$13
Illuminati SD	NOW	\$8	Star Wars BP	NOW	\$2	MSB Packed Gde 2	NOW	\$7	Tekken 2 Official	NOW	\$13
MTG 5th Ed BP	NOW	\$2	Star Wars SD	NOW	\$2	MSB Packed Gde 2	NOW	\$7	Tekken 2 Official	NOW	\$13
MTG 5th Ed SD	NOW	\$2	X-Files SD	NOW	\$9						



system publisher developer
PlayStation
Virgin Int.
Westwood Studios

strategy talk

Armchair generals will be absolutely giddy when they play this game. It proved a great success on the PC, and now it has been ported over to the PlayStation.

My guide covers some of the tougher missions for both sides, and shows the general locations of enemies and valuable ore to keep your war machine running smooth. The tactics given should be taken to heart—if you can master them, you can master this game.

—Scott "The British Bulldog" Augustyn

If you would like a guide written by me that covers all the missions here, send e-mail to egm2@zd.com with "Red Alert FAQ Request" as the subject.

MAP KEY

- = Starting Point
- = Allied Base
- = Soviet Base
- = Enemy Units
- = Ore

strat-stats

time to complete:

30 hours

challenge:

variable

any major changes from pc version?

no

best quote:

"shake it baby!"

EGM



COMMAND & CONQUER RED ALERT



GENERAL TACTICS

BUILD & SELL

Whenever your refineries or silos start to fill up, build the most expensive building that you can. Once it is finished being built, cancel it. You will be refunded with cash, not the ore. This will give you all of the money with none of the ore.

MULTIPLE TRUCKS

Later in the game when you can build some serious hardware, try to have more than one ore truck running at any given time. This tactic will help you increase cash flow so you can keep up with your building costs.



ANYTHING TRACKED

Any vehicle that has tracks, including some that don't—like the ore truck—has the ability to run over infantry. This can be very useful, considering it can be pretty tough for armor to quickly kill incoming infantry. When using the

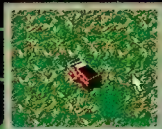
mouse, try targeting an area behind your target infantry.



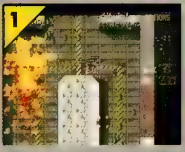
MISSION 5



You must learn the pattern of the patrolling dogs before running your spy into the base and subsequently into the war factory. Once you get Tanya, destroy as much as you can before boarding the helicopter. After saving her, you must destroy the remains of the Soviet base. Defeat the smaller Soviet base and build yours there. Once you build up enough base defense, have a strike force go down to destroy their ore trucks.



The Soviets collect ore southeast to your base.



Quickly move your troops down the eastern corridor.

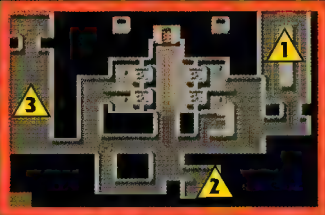


Once you reach the room south of your engineers, you will come across a soldier who, upon your arrival, runs north toward your engineers. YOU MUST STOP HIM! Use dogs and infantry to catch him. Once you collect the engineers, start to go around and activate the panels. Be ready to use all your forces for the center battle.



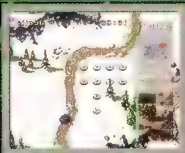
MISSION 7

Once you are safely past all of the barrels, shoot them to kill the allied troops following you. Now check your map and head toward the room with the dogs in them.



MISSION 8

At the start, move your destroyers east and take out as much of the armor as they can. Be sure to repair your power centers. Once the armor by the bridge is destroyed or weakened, move your troops to the base. Quickly make a war factory and start cranking out tanks. Don't forget to have your ore truck go out and get ore. Construct turrets and pillboxes all around your base. **You will be attacked from four different spots: north, northwest, far west and far southeast.**



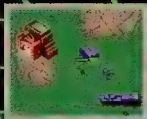
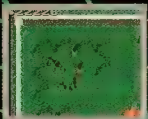
Have mine layers drop mines along the main road to your base.



The Soviet base is in the northeast corner of the map. Don't try to go after it though. You cannot muster enough forces to quickly dispatch them.



The best way to handle this mission is to **build up a strong force of medium tanks and cleanse the island** you are on. This will give you a large supply of ore and give you time to build up some troops. Once you have your island secure build a naval yard and start to clear the coasts of the northern island with destroyers. **Watch out for subs** though, and travel in packs. Once this has been accomplished, run a spy in and do some recon. Don't enter the command center yet—just check the area.



To rescue Kosygin, clear out the area around the the command center. Then rush in with some APCs and have your spy go in. Load Kosygin into one of the APCs and rush him back to your transport. Sail back and finish the mission.

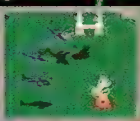
MISSION 9



MISSION 9



Protect Tesla coils with SAMs. They're a favorite target for helicopters.



To make things much easier for you in the beginning, immediately head west with a mammoth and a tank. Destroy the construction yard you will find there. Once you do that destroy the barracks and the rest of the buildings. This will effectively eliminate the green team from the equation and makes the rest of the mission much easier. **The vehicles that you start with will all be in a state of disrepair.** Quickly repair them, especially the mammoths, and keep them fighting.



Once you are secure, build a massive but mobile force. **When you start your attack you will need to go for the supply convoy**, before anything else. Avoid all other targets and get that convoy.

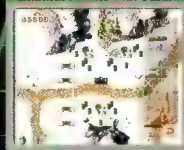
MISSION 10



Take it slow: A countdown will start when you are so far across the map, but by the time you reach that point, you should be ready to rush through. Use your air force to crush any buildings or turrets that get in your way. Use your tanks to move in and take out any anti-aircraft measures that will hassle you. **Replace your Yaks, when they get destroyed, with MIGs.**



The convoy will follow one of your tanks, so find out which one you cannot move from the start.



Avoid the tank and concrete walls at the end by going north or south.



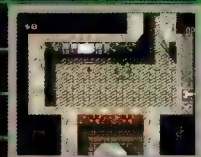
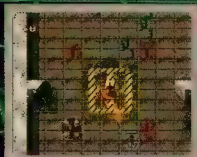
MISSION 11



Once you get in the garage area, head to the bottom by the barrels on the left. Tanya will come. Use her to clear out all of the troops and dogs. Also use her to race in and destroy the one flame tower.



When this mission starts, wait—you'll kill a bunch of soldiers that would later harass you. Also kill a couple of dogs. Once you kill them, have one of your spies go down the tunnel to the right. Don't stop him in any one area for too long or he might attract the attention of a guard dog. If you are having trouble with the timer, quit the mission and enter the password to come back. The timer will be gone.



MISSION 12



At the start, try to keep your mammoth and V2 alive, after you destroy the base. Use your V2 on the turrets and the mammoth as protection against infantry. Once you have a strong force, attack the base to the southeast. **Try to capture the construction yard if you can.** You will need to clear out the rivers around the center island before proceeding. Use your air force to take out as much of the islands' defenses as possible. Land a team of engineers and tanks. **Once you capture one of the tech centers, you will need to capture them all within five minutes—**so when you try and get one, be ready to get them all.



The start will be the hardest part of survival for this mission.



You should try and take over the technology center in the southwest corner. This will provide you with a satellite view of the map. Needless to say, that is quite an asset and should be guarded.

MISSION 13

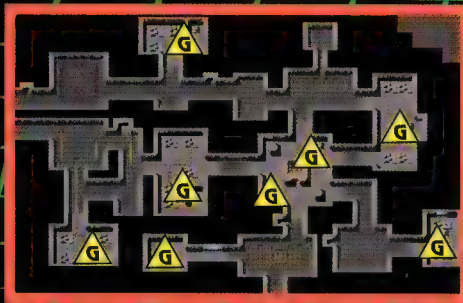
To handle the bases, secure them with turrets and pillboxes, plus build a large force of medium tanks. You can use your air force to smash this mission. **Use groups of helicopters to destroy the vital buildings at the base to the east.** That will free up a lot of ore and let you focus your defenses to the west. **Also be sure to capture all of the research centers.** You don't have to keep them and can sell them afterward; you just need to capture them.



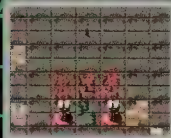
To counter the invincible unit, repair the building it attacks. If it targets a unit, keep it moving.



MISSION 14



Move your top group first. Have your engineer hit the computer to disable the flame tower farther down the hall, then move the rest of your group down the hall. The key problem area is in the center where there are multiple turrets. Use an engineer to run in from the top and hit the panel on the upper left. This disables the center turret. The one turret that can't be destroyed is in the upper right-hand area of this room. In the room with the groups of troops, **send one soldier to assassinate the leader**, then bring him back and edge him along the western wall and down. Shoot the dog and have an engineer edge the wall to reach the control panel and detonate the turrets.



There are a total of eight generator panels that you must sabotage.



MULTIPLAYER & MORE GENERAL TACTICS

ACHILLES HEEL

In the hierarchy of buildings, the most vital is the construction yard. This is followed by the refinery. Take those two out and you have a blockade on your opponent. They can't gather money or build buildings. Use this knowledge when planning raids.



SPEED OF DEFEAT

As you will find in a multiplayer game, the computer goes at lightning speed. Build up defenses quickly and churn out tanks as fast as you can. Expect a large strike force coming at you within 10 minutes into a game.



MULTIPLE BUILDINGS

To speed the construction or collection of anything, build more than one of the factories. This will give you that extra tank or those extra credits quicker than your opponent.

CHEAT CODES

Enter these codes from the game sidebar while in a mission. Hit the cancel button over the symbols in the order shown below to get the listed effect.

Unshroud the Map



Win Level



Free Nuke



Free Chronoshift



C&C -OVER-

C&C: RED ALERT

C&C: Red Alert has been on the PC for some time. With this version you will get multiple choices for each mission and will enjoy an in-game save feature. For these reasons, I think that the PC version is better.

FLOWN

11-79™



YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.



You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



ASCII
ENTERTAINMENT

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MONSTER RANCHER

CDS

The stuff
monsters are
made from

system
publisher
PlayStation
Tecmo
developer
Tecmo

Monster Battle & Raising Tips

For the most part, your first creature will never make it to the full four S-rank battles. Instead, concentrate on using your first creature to earn cash. Then, as you move up ranks, start battling in as many tournaments as possible. Soon battles will replace your work as your source of income. Bottom line: **Have your first creature work and build up money so that its predecessors can excel in a short amount of time!**

Attack & Defense Pow-Based Int-Based

Physical attacks rule when you want to kill with only a few hits.



Intelligence attacks are great for sapping willpower so that the opponent can't use high-level attacks.

Attribute Factor

All creatures can increase certain attributes more than others. Concentrate your training on these two attributes; these will dictate your fighting style.

If there's ever an attribute to increase, it is Skill. This raises your percent-to-hit ratio, and also is very useful when visiting the ruins.

Attacking Styles

Make certain you can train for a far-distance attack technique, for later enemies will get the drop on you at great distances with their attacks. You can also combo this attack when up close by hitting the Square button to back the creature off, which will get it instantly into far-attack range!

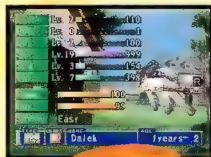
What rank does for you

● Your monster can now train on three new courses.
● Your monster will now be invited to go on expeditions of lost ruins.

● Trial Cup will have a dragon; win to be invited to A-level tournaments.

● Invite-only battles to win a dragon tusk, Henger Doll and knowledge to make Magic monsters.

● Four invite-only tournaments that will be your final test and are worth 10,000 gold each tournament!



CD Name Type

Tecmo's Deception	Magic/??? Dragon/???/???
R.E.M. "Monster"	Nya/??? Ape/???/???
Nirvana "Nevermind"	Magick/??? Pixie/???/???
Spice Girls (first album)	Disk/??? Monol/??? Henger/???/???
Spawn Soundtrack	Naga/??? Hare/???/???
Van Halen "1984"	Dino/??? Tiger/???/???
INXS "Kick"	Worm/??? Ape/???/???
Alan Parsons "On Air"	
Beck "Mellow Gold"	
"The Best of Village People"	
Maniah Carey "Christmas"	
Forrest Gump Soundtrack Disc 1	
Rolling Stones "Bridges to Babylon"	
The Clash "Combat Rock"	
Billy Joel "Greatest Hits Vol. 3"	



Item Shop

Don't rely too much on items; they are not a good replacement for rest. Also, every four years, the shop will get a new item for sale. If your creature is getting spoiled, use some herbs or a Mystic Snake to knock it into shape. Pills and Vitamins reduce lifespan.

Mango	\$50
Mint Leaf	\$200
Herb	\$100
Taffy	\$200
Candy	\$100
Mystic Snake	\$500
Apple Cake	\$500
Vitamin A	\$2,000
Vitamin B	\$2,000
Vitamin C	\$1,000
Vitamin D	\$1,500
Heart Pill	\$2,000
Pill Pill	\$2,000
Pill	\$2,000
Cat Doll	\$1,000

Drug Effects

Vitamin A Def10, Pow10, Skill10	
Vitamin B	???
Vitamin C	Lit/Pow 3+ Training
Vitamin D	Int/Pow 3+ Training
Heart Pill	Skill20, Pow10
Pill Pill	Spd20, Def10
Pill	Def10, Pow10, Lit10

strategy talk

Once you get past the initial CD-manufacturing aspect of this game, you will find a plethora of other neat features to explore!

At first, battles are really hard to get used to, but relatively easy to figure out. The key is to concentrate on your creature's two strongest abilities. If you have a creature who excels in Speed and Int, use his Int attacks to sap others' willpower. Since your speed is high, their close attacks will have a good chance of missing. Thus, you can win by a time over! Find attribute combos by training and working; whatever raises the most (between 10 to 18) should be the one you concentrate on.

—Mike "Haggar" Vallas

Special thanks to Rebecca at <http://www.best.com/~prikura/rancher/index.html> for her list of rare monster CDs. Rebecca also gives thanks to all those who helped contribute to her Web page!



time to complete: 20 hours
total # monsters: 215
monster body type: 20
show to bring back: Doctor Who
U.S. Godzilla better: I doubt it...

Monsters & Breeding

When breeding, match attribute strengths to get more efficient mixes.

Dino -	Pow/Def	Gali -	Int/Def
Sesuo -	Int/Spd	Pixie -	Int/Spd
Tiger -	Spd/Skl	Dragon -	Pow/Skl
Naga -	Int/Def	Henger -	Skl/Spd
Hare -	Pow/Spd	Magie -	???
Warm -	Lit/Skl	Ape -	Lit/Skl
Golem -	Pow/Def	Nya -	???
Monol -	Lit/Def	Ghost -	???
Plant -	Lit/Int	Doodle -	???
Jelly -	Def/Int	Disk -	???

• The time of the year affects your breeding outcome. Use the later months to breed the rarer percent bracket.

• The main trait is always the dominant trait. Example: Breed two Stingers (Naga/Dino) together and the highest percent creature will be a purebred Naga.

Expeditions

Map Key

-Building -Secret
 -Obstacle -Landmark
 square = 1/10 days travel
 building search = 1/2 days

These are great for finding special items that enhance breeding and training, plus finding stuff to sell for cash. Remember, the higher your Skill, the more rare items you will find and the less you will get lost!

Expeditions happen the second week after the FIMBA tournaments (except April).

Pure Silver Worth - \$4,000
 Pure gold Worth - \$6,000
 Emerald Worth - \$8,000
 Diamond Worth - \$10,000

Longer Life?

Plant Egg - Heartville Worth - \$10,000
 Golden Peach - Reno Worth - \$10,000

Both the Plant Eggs and the Golden Peach will extend your creature's life by about one year. These rule!!

Titus Temple

The primary hot spot is in the northernmost secret area. This place holds plenty of treasure as well as Heat Stones (relaxes your monster) and mirrors (used for creating Magic Monsters). Stock up on these items and get plenty of gold!

Rare Items

God Statue: \$1,000
 Old Mirror: \$500
 Fire Stone: \$5,000

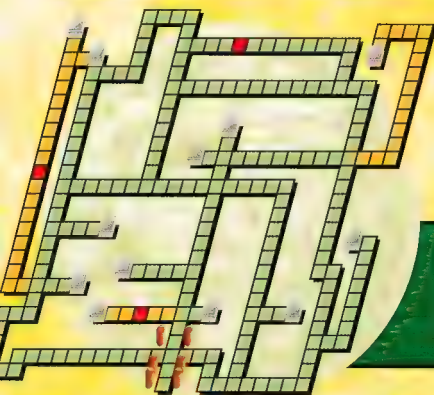


Heartville

The secret areas in Heartville contain much treasure, but are very easy to get lost in. Suffice it to say, the other circled areas can supply much of the same, but you are less likely to get lost.

Rare Items

God Statue: \$1,000
 Magic Banana: \$100
 Calm Stone: \$5,000
 Plant Egg: \$10,000

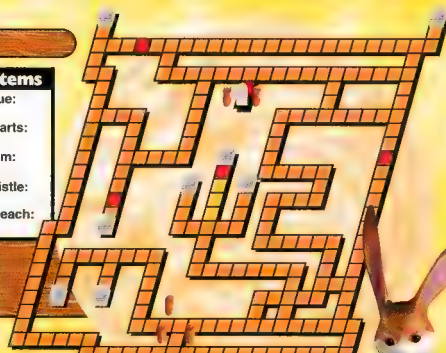


Reno Deserts

There are very few places to explore here. Search the three central buildings to get loads of money and other stuff. Also at the top is the Monolith that allows you to make a Henger.

Rare Items

God Statue: \$1,000
 Henger Parts: \$100
 Wind Drum: \$5,000
 Wind Whistle: \$5,000
 Golden Peach: \$10,000



Secret Monsters

Ghosts

Enter the first battle after your last creature has died. There's a 1-in-16 chance your creature will be cursed with a mark. Breed off this monster for a ghost.

Doodle

First decrease a Monol's fame down from over 80 to below 65. This should become a scribble and just breed to get a doodle!

Apes

First get a Magic Banana from Heartville, then breed two spoiled monsters and add this banana to get an ape.



Dragons

First get a Dragon Tusk from the A-level invite (win B-level trial cup), then breed with a Grape (Dino/Naga) and a Stinger (Naga/Dino).



Henger

Get four limbs from Reno. Win the head at the A-level invite. Send high Int creature into Reno and read tablet. Now breed same creature and statue and any creature.



Magic

Find the Old Mirror in Titus. Breed together a purebred Monol and Gali and add in the Old Mirror.



Nya

Just mix two creatures with the cat doll (at Item Shop after 1,000 weeks).



Beast Wars



system publisher developer
PlayStation
Nasbro Interactive
Millennium

strategy talk

Transformers are back! Beast Wars is a 3-D Doomish-style game where players use either the heroic Maximals or the evil Predacons.

OK, you get the idea. Each side has 12 missions, spanning across four zones. Once you clear either the Desert or the Urban zones, Pollution will open up.

The best tactic I can offer is to slowly creep through the levels. The enemies will "pop" in, allowing you to blast them before they appear. Remember, if an enemy ship is crashing toward you, run forward to avoid being hit.

The rescue missions are pretty easy. The first section of each consists of segmented worms or swarms of fighters. Destroy them all to get weapon power-ups. These will allow you to blast the enemy ship at the end apart.

Energon was cool in the show but it slows down gameplay. You should sit back and wait for it to recharge.

—Andrew "Ultimo Dragon" Baran

strat-stats

time to complete: **three days**
 challenge: **hard**
 Go-Bots better? **hell no!!!**
 how's the TV show? **great!**
 also try:
Transformers (C-64)
 EGM®

DESERT



Level 1/Powerlines: Scorponok is extracting Energon from the desert region. These mining activities are damaging the environment. Locate and destroy his transport tower and the Energon prospector ships.

Survival Tips: You must find the weapon power-ups to blast the rock formations. When shooting at the Predacon tower, stand back so that most of the turrets will not "pop" in.



Stand back and shoot the tower.

Level 2/Search and Destroy: Despite the previous success, scans reveal an unidentified Predacon presence still active in the desert area. Scorponok must be stopped; the processed Energon is a massive threat.

Survival Tip: Watch out for snake generators.



For the sake of convenience, the Predacon levels will always be to the right of the Maximals.

Level 1/Advance Forces: Cheetor's Energon-manning machines are active in the desert area. Repel his advanced forces and destroy the rock blaster.

Survival Tips: The Boss of the desert is pretty tough. Shoot his arms off, then go for the body.

Level 2/Mining Machine: Surveys report the desert area to be Energon rich. It must become a Predacon resource. Annihilate all of Cheetor's defenses and plant a bomb at the heart of his mining base.

Survival Tips: The hardest part of this level is figuring how to end it. Once you've reached the machine, turn it on and hop on the conveyor belt. (Use Tarantulas', he's fast.) You will plant the bomb when you reach the center.



The purple crystal generate a lot of Energon.

ENERGON

Your Energon resistance will go down the longer you are in Robot Mode. Your best bet is to kill off all of the enemies in an area, then transform and wait for your meter to recharge.



ROBOT MODE

Use this mode when you want to attack enemies. Watch out for Energon build-up.



BEAST MODE

This mode restores Energon and is great for making the most difficult jumps.

BEAST WARS

TRANSFORMERS



MISSIONS

#1 Life-Up

Restores life. Larger ones will heal you up to 50 percent total health.

#2 Energon Resis.

Like the Life-up, but restores Energon Resistance instead.

#3 Rescue Wings

Allows you to enter a rescue mission to free a captured teammate.

#4 Bomb

Needed for a mission.

#5 Gun Power

Makes your weapon do more damage.

#6 Grenade

Charge up and throw. Kills all enemies; weakens all Bosses.



OPTIMUS PRIMAL

Robot Mode	
Firepower	8.0
Speed	7.5
Strength	8.0
Agility	7.5
Energon	3.0
Beast Mode	
Speed	9.0
Agility	7.0

CHEETOR

Robot Mode	
Firepower	5.0
Speed	7.0
Strength	4.0
Agility	8.0
Energon	4.0
Beast Mode	
Speed	9.0
Agility	7.0

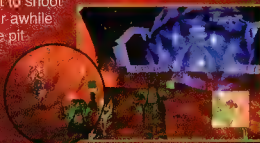
DINOBOT

Robot Mode	
Firepower	5.0
Speed	6.0
Strength	5.0
Agility	6.0
Energon	5.0
Beast Mode	
Speed	8.0
Agility	5.0

Desert Continued...

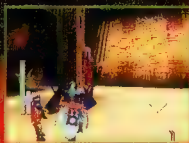
Level 1/Secret Stronghold: Scorpinok has retreated to his base to rebuild his forces. His base is protected by an ion force field. Destroy the shield generators and then Scorpinok himself.

Boss Strategy: After you blast the two shield generators, you'll want to shoot Scorpinok. After awhile he'll fall into the pit. Ride the hovering rock into the pit and finish this Predacon off.



Level 2/Secret Stronghold: Predacon Energon resources have been boosted by your success. Destroy Cheetor, and domination of this vital area will be complete.

Boss Strategy: The toughest part of this zone is the series of jumps you must make to get to Cheetor's base. Once there, Cheetor will attempt to get behind you and begin to shoot. Take cover behind one of the pillars.



MEGATRON	
Robot Mode	
Firepower	8.0
Speed	7.0
Strength	8.5
Agility	5.5
Energon	2.5
Beast Mode	
Speed	9.0
Agility	6.0

SCORPINOK	
Robot Mode	
Firepower	6.0
Speed	4.0
Strength	5.0
Agility	3.0
Energon	5.0
Beast Mode	
Speed	8.0
Agility	5.5

INFERNO	
Robot Mode	
Firepower	9.0
Speed	5.0
Strength	9.0
Agility	4.0
Energon	3.0
Beast Mode	
Speed	7.0
Agility	5.0

TARANTULAS	
Robot Mode	
Firepower	9.0
Speed	6.0
Strength	3.0
Agility	5.0
Energon	9.0
Beast Mode	
Speed	9.0
Agility	6.0

BLACK ARACHNIA	
Robot Mode	
Firepower	5.0
Speed	6.0
Strength	4.0
Agility	5.5
Energon	3.0
Beast Mode	
Speed	8.0
Agility	7.0

URBAN

Level 1/Retaliation: Tarantulas, Predacon's chief scientist, has overrun Rhinox's base and reprogrammed the defenses. Maximal technical blueprints must not fall into Predacon hands.

Survival Tips: To find your way to the end of this level you must find all of the switches. Search out every area you can reach, until you can get the fourth doorway open. The hardest to find is atop the central tower.



Use the platform to reach the switch.

Level 2/Perimeter Defense: Tarantulas has retreated to the base perimeter. Destroy his remaining forces and secure the area.

Survival Tips: (A) Use the terrain to your advantage. When up on a ridge, blast the helpless enemies below. (B) Jump over the steam just after it appears. (C) Use grenades on the three spider droids.



Level 3/Spider's Lair: During the attack on Rhinox's base, sensitive data fell into Tarantulas' hands. Locate and destroy Tarantulas before he uses the information against us.

Boss Strategy: Carefully hop onto the platforms until you get to the bottom. You'll want to attack Tarantulas from a distance, as his weapons are quite powerful. This level is short, but very intense. Make sure your character has a lot of life.



Attack Tarantulas from a distance or get shot up.

RHINOX	
Robot Mode	
Firepower	9.0
Speed	5.0
Strength	9.0
Agility	6.0
Energon	2.0
Beast Mode	
Speed	7.5
Agility	6.0

RATRAP	
Robot Mode	
Firepower	8.5
Speed	6.0
Strength	3.0
Agility	6.0
Energon	9.0
Beast Mode	
Speed	8.0
Agility	6.0

Level 1/Night Attack: Maximal's Chief Engineer Rhinox has expanded his heavily fortified base to within easy reach of Tarantulas' Lair. Infiltrate and neutralize this threat.

Survival Tips: This level is pretty straightforward. You'll often have a choice between two paths. One will have a force barrier at the end, and the other will have a switch that turns it off. Have patience and go through slowly, and you'll get past.



If you hear "walking," watch out for mechs.

Level 2/Energon Source: Scans reveal that Rhinox is retreating but a massive mobile power source has been detected outside his fortress. Press on into his territory and annihilate all opposition.

Survival Tips: The best way to defeat the many enemies of this level is to take them out from a distance. You can stand on the narrow wall that circles the area, and shoot almost everything.

The Boss is a giant mech. Shoot it and back up at the same time. If it grabs you, you will get mauled.



Level 3/Heart of the City: The destroyed mech contained a powerful energy cell. Eliminate Rhinox and his technology will be ours.

Boss Strategy: The final Urban level is pretty short. To get farther into the interior, you'll have to jump down ventilation shafts.

Rhinox awaits. Circle around him and keep firing. If you need some help, there are power-ups on the platforms.



POLLUTED



You will meet the vicious Skrixx



The purple mechs can go over walls



The big cannons can be relentless

Level 1/Polluted Zone: Locate and recover a downed stasis pod in the Polluted Zone. The last war rendered this region highly unstable—Energon levels are high; transformations will be limited.

Survival Tips: This level will introduce you to the Skrixx. These giant aliens will cause you some serious harm. Read more about them in the next level strategy.

This level will get you an additional Maximal, named Rattrap. There is no Boss to the level. You just have to find the stasis pod.



Map Key
Switch
Health
Energon
Misc...



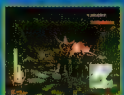
Level 1/Stasis Pod: Maximals have sent a resource party for a stasis pod traced to the Polluted Region. You must find it first. Unstable Energong deposits mean transformations will be limited.

Survival Tips: The hardest section of this level is finding where the switch that deactivates the force field is hidden. Near the base with the teleporter is a strip of Energong gas. Drop into the pit (yes, it looks like it'll kill you). Inside is the switch.

Level 2/The Skrixx: The recovered Maximal is Rattrap. Previous mission data identifies alien infestation as hostile Skrixx. Destroy the Skrixx and force Inferno's armies from the area.

Survival Tips: This level will pit you against the Skrixx in full force. Remember that they have armor. You can only hit them when they shoot or when their back is to you. Jump to the side when it breathes fire, and zap it at the same time.

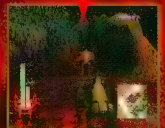
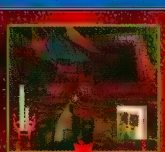
There are some tricky jumps to navigate, as well as large swarms of badies around them. Use homing shots to clear the air before doing anything dangerous.



Dodge and shoot is the key



The switch is right of the bridge

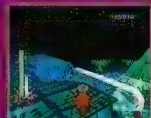


Transformer Jet: This Boss is fast-moving when he's in Jet Mode. Wait for him to transform and then pummel him. Circle around him to keep him on the ground. He's easy!

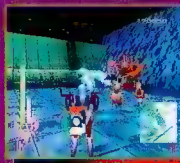
Level 2/The Wasteland: Data reveals the area to be infested by a new alien form. Stop the Maximals before they control the alien's power.

Survival Tips: The start of this level is the toughest part of this otherwise simple area. You are attacked by three bombers in relatively close quarters. You must destroy all three to open the barrier. Back up with your taliside toward them. This will get you some clear shots as they fly overhead.

To get to the Boss, you must trigger four switches. The fourth is tricky to find. Hop onto the silver pipe near the final barrier. It'll lead you to the switch.



Carefully hop onto the silver pipeline



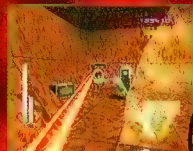
Power Mech: This Boss is similar to the one you fought in Rhinox's base. He can be softened up quite easily with a well-placed grenade. Then charge in with your guns blazing. Try to fight him while at full health.

Level 3/Kill Dinobot: Experiments reveal the aliens to be of no use to the Predacon cause. However, they have helped decimate Dinobot's armies. Take advantage of his vulnerability. Kill Dinobot.

Boss Strategy: There is virtually no level here, just a battle with Dinobot. Once you teleport into his fortress you'll come under fire. Four sentry turrets line the room. You'll want to take these out first. Back yourself against one of the room corners so you don't get hit by the steam. Then work on Dinobot. Get the health if needed.



Take out the gun turrets first



Step into a corner and blast Dinobot to pieces



Expanded Mission: Maximal's Chief Engineer Rhinox has expanded his heavily fortified base to within easy reach of Tarantulas' Lair. Invade and neutralize this threat.

Boss Strategy: Wind your way around this circular level. Backtrack for power-ups and health if you need it. At the bottom is an elevator that'll carry you to Inferno. You can soften him up with shots while you wind around his tower.

He'll try to circle behind you, so walk around in a circle to throw him off.



Map Key
Switch
Health
Energong
Misc...

VOLCANIC



Level 1/Proximity Alert: Base perimeter alert. Megatron's army is preparing for an attack on the Axalon. Secure the area immediately.

Survival Tips: When shooting at the purple spider droids, shoot the missile that appears when they die or lose half of your life. The boulders will kill you even if you tap one. At the section where two roll down, you must run toward the boulder on the right and jump to the center where there is no lava. Collect the grenades throughout the level and shoot the Boss with them. You'll die otherwise because this is one attrition battle you cannot win.



Level 1/Counterstrike: Part 1
Maximal armories have been detected in the vicinity of our ship. This is a major threat to our security and must be neutralized.

Survival Tips: This level is pretty damn tough. The hovering platforms can be deadly. For example, they will drop into the lava if you wait on them too long. Or worse, they'll seem like they're moving to the right direction, but will slowly sink. Another deadly threat is the lava streaks on the ground. If you are not looking carefully, you could seriously injure yourself.



Lots of tough jumps and pitfalls await.



Be careful not to step in the lava.



Shoot the first ship to get a power-up.



Shoot down the attacking warship.

CONCLUSION

Only four more battles to go. I won't spoil it for you.

Maximals

Level 2/Counterstrike: More tough jumps over lava, with tons of moving and sinking platforms. Lots of fun.

Level 3/Supreme Victory: The Maximals rejoice in their hour of triumph—if you can survive this daunting stage.

Predacons

Level 2/The Final Confrontation: Still more highly impossible jumps and attrition-loving enemies.

Level 3/The Axalon: Take over the Maximals' ship and destroy their forces once and for all!

BEAST WARS

TRANSFORMERS

Avoiding Hits: There are several enemy attacks that you can avoid if you know what to do. The enemy jets will always try to crash into you. Run forward, and they will fly right over your head.



PICKS

Here are the recommended picks for each of the levels.

Desert1:	Primal	Inferno
Desert2:	Primal	Tarantulas
Desert3:	Primal	Inferno
Urban1:	Primal	Megatron
Urban2:	Primal	Megatron
Urban3:	Primal	Megatron
Polluted1:	Cheetor	Inferno
Polluted2:	Primal	Inferno
Polluted3:	Primal	Inferno
Volcanic1:	Primal	Inferno
Volcanic2:	Primal	Inferno
Volcanic3:	Primal	Inferno



RESCUE

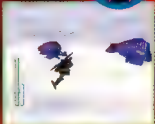
Rescue Missions: If you have successfully completed a level after acquiring the Rescue Wings, you have the option of flying a rescue mission to save a downed teammate. Shoot the clusters of enemies at the start of the stage to power up your weapons.

To destroy the Boss at the end, shoot off all of the component pieces until it can no longer fly. Aim for the weapons first!

Maximals: You can use either Optimus Prime or AirRazor for this mission. The Boss has two turrets on top, and four guns on the front. Use caution when flying around the engines. They can hurt you.



Always aim for the weapon sections of the Boss first.



Try to power yourself up early in the level.



AIRRAZOR

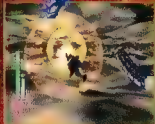


Predacons

You can use either Inferno or Terrorstar. The Boss is armored with two gun turrets on the top and a missile battery in the back. Shoot the missiles, then go after the engine.



Like on the Maximal stage, aim for the weapons first!



You must destroy all of the worm segments.



TERRORSTAR

system PlayStation
publisher ASC Games
developer ASC Games

strategy talk

This game is weird—but that's a good thing.

While the gameplay is strange and a little hard to get used to, especially on areas where you must jump from one small moving platform to another, the action is non-stop. Your default weapon and the addition of a Rage Meter add quite a bit to a game that might otherwise be lacking in depth.

As far as Bosses go, for the most part you must repeat a simple pattern until the environment kills the Boss. It's an OK setup, but it doesn't feel like you accomplished anything except running around a lot while shooting in the background.

As stated previously, the action doesn't stop. This is the best part of the game. Except for some skill-based jumping, you are always gunning for the end of the level. There's really no need to kill every single thing as you go. Don't stop; just keep running with your gun firing.

This guide covers the four toughest levels in the game (the other two are ridiculously easy!).

—Mark "Macho Man" Hain

strat-stats

number of levels?

6

best Boss?

has to be the end Boss

best action game?

better than average

here on holidays?

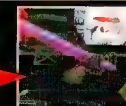
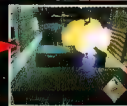
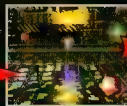
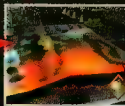
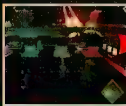
ALWAYS! But Merry X-mas anyway



After taking out the attack ship, you end up on top of the building. Now you have to make your way across rooftops to get to where you need to go. **It seems like you could go anywhere, but you really can't.**

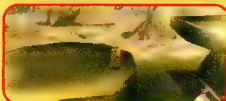
For example, on the first building, you need to jump on the concrete bridge and head to the right. You could go straight

ahead, but you will not be able to jump on any other buildings. Once you get to the ledges, **watch for missiles that take out parts of the ledges as you get there.** If you take out a helicopter (which you should be able to do with Hyper Rage when you first get to the



Stage 3: Mountain Fortress

Run around the mountain. Every so often there's a metal door to break through or a tower to take down. The main enemy on this level, besides the walking infantry, is *Ghost In The Shell*-style spider tanks. **Use the mountains as cover against the tank fire.** You'll finally get to the top of the mountain. At this point there are three round platforms you have to



There is a 1-Up located right next to the hell pad.

jump on. These collapse when you jump on them, and on the second platform is a Homing Missile Launcher. On one platform is a metal tower. Destroy that to receive the Shell Cannon. On the last collapsible platform is a character that will give you

Rage Meter

Your Rage Meter goes up every time you kill someone or blow up something (boxes, canisters, signs). There are four kinds of rages, from least powerful to most: Green, Yellow, Red and Hyper. As your meter goes up, your default weapon fires faster and becomes more accurate and powerful. In Hyper Rage, your default weapon is almost more powerful than any special weapon in the game.

Weapons

There are five weapons you get in the game. The Laser and Homing Missiles are the best ones to get.

■ Put the smart bomb on the R2 button. It is the only button not used, and it will allow you a physical attack without using the bomb.

■ Utilize 1-Up loops. If you hit a checkpoint and there is a 1-Up right there, explore around. The 1-Up is there because you WILL die.

■ Double jump often; it is necessary.

Game Tips



Stage 2: Metropolis

ledges); you will net 50 kills. Head to more buildings and a yellow bridge leading up to a tower-shaped building and finally landing on an airship.

Weapons Acquired:

Smart Bomb

Hardest Part:

Missiles hitting the ledges where you are

Number of 1-Ups: 2

Hyper Rage when killed. Go a little farther and you'll reach the mountain fortress. Then comes a pulley where you slide down a wire. **Shoot the bad guys and strange bombs that ride on the wire before they get to you.**



Weapons Acquired:

Missile Launcher

Homing Missile

Shell Cannon

Hardest Part:

Missing the "base" to shoot where you need him to enter the base.

Number of 1-Ups: 3

Stage 5 : Laboratory

This is a pain in the butt! You have a time limit all the way through this level. Basically follow the path while shooting all the yellow crystals along the

Weapons Acquired:

None

Hardest Part:

Getting all the yellow crystals; especially the ones toward the end of the level on the moving boxes and bridges

Number of 1-Ups: 3

way. Some give more time than others. There are wooden-looking boxes all around. If you stand on these, boxes appear in a certain pattern. The blue boxes are normal and do nothing when you walk on them. The gray or silver boxes collapse soon after you stand on them. **There's a lot of jumping on this level**—no real strategy,



These boxes appear for a short time, so get off quick!



Then comes these thin bridges with moving platforms in front of you. These become increasingly hard as some of the boxes collapse, and there are flame vents to avoid. The only real "strategic" part is toward the end of the level: **you stand on a block that moves wherever your running.** You then have to find the floating yellow crystals. The first is to the left, then a little forward and on the right, then left and right and so on.



Stage 6 : Undersea Facility



These guys are a pain—you have to Jump Kick them off.

You're running down corridors, and you can't continue until you kill all the enemies in each area. It empties out into a room with a view of the sea. **Kill the few guys in the room and look around at the windows.** Eventually there will be a squid thing sucking on the windows. Punch these guys off the windows. The small

ones take three hits and the larger ones take five hits. This long corridor emptying into an aquarium pattern repeats three or four times. **After the first aquarium room, you'll find the flame thrower in the hallway,** and in the third room, you'll get the Plasma Laser. Then you have to jump your way down long chasms with platforms along the walls, some moving, some not. In the first chasm, you can fall a little ways, like maybe two platforms down, but as the level



continues, you can't fall at all. The second and third chasms have never ending 1-Up loops to help you, and the last chasm has a lift you stand in the middle of shooting guys all around until you get to another bridge. Keep jumping down, but make sure you hit every platform. **The checkpoint at the bottom of this chasm is very important.** It's right below the last moving platform all the way to the left. You need this so you can start right there when you die at the Boss. Also on the floor of this chasm there are four



infantry guys. **Don't let them crowd you or they will kill you.** One of them holds a 1-Up, one holds a Shell Cannon, and still another holds an automatic Hyper Rage. Now on to the Boss.



Weapons Acquired:

Plasma Laser

Hardest Part:

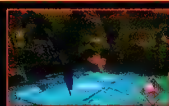
Jumping down long chasms, not to mention a fairly tough Boss

Number of 1-Ups: 2



Stage 1 Boss:
Attack Airship

Ride the lift and jump on the different platforms, slowly making your way to the top of the tower. **At the top are six groups of three yellow canisters attached to supports.** Blow them and the top of the tower falls on the ship.



Stage 2 Boss:
Guarding Airship

You are on an airship and attack crafts are after you. They get sick of trying to hit you and they get orders to take the airship down. **The object is to take them down first.** If the airship is hit by one of their missiles, the ship turns vertical and you have to try to stay toward the top. If you fight them off successfully, you live and escape.



Stage 3 Boss:
Two Helicopters

There are two helicopters attacking you on a large round platform. Take out one of the helicopters and the view switches to the other helicopter looking at you. **The point here is to let the helicopter shoot a hole in the fortress's defenses so you can get in.** Stand in front of the door, he'll shoot the supports.

A mech-type guy is running alongside the train you're on. At regular intervals a car comes by on the ceiling on the left side above the Boss. **Shoot the car when it's right above the mech**—it'll fall on the mech, hurting it.



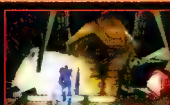
Stage 4 Boss:
Robot Mech

This spider looks menacing and pretty tough, but he's not. Run around the bridge. All you do is run around **and the boxes that comprise the bridge you're running on collapse falling on the spider** below hurting him.



Stage 5 Boss:
Robot Spider

Blow off his four lower metal arms with your shell cannon. Stay on the bottom platform. Eventually he gets close. **Jump Kick him in the face; he turns around and exposes a red dot on his back.** Shoot the dot and repeat the process. However, you can fall off the tower when you Jump Kick, so constantly be holding back on the D-pad.



Stage 6 Boss:
8-Armed Beastie

C o m i n g t o t h e N

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It's All You Need to Know





system
publisher
developer

PlayStation
Working Designs
SCE/Matrix



IT BEGINS...

...simple enough: Alundra's dreams lead him to the village of Inoa far from his homeland. Many terrible dreams and a shipwreck later, Alundra finds he has been chosen to save all mankind!



strategy talk

Alundra is a remarkable game with a lot of great puzzles and gameplay. If you were a fan of the Secret of Mana series or Zelda, then this game is for you. Alundra incorporates elements from both of these games, but with a lot more features added. The puzzles are innovative and often tricky. The plot of the game was well thought out, but it could have been done a little better. This RPG is great for beginners, but may be a little too easy for hard-core RPG gamers. The solutions to the hardest puzzles and toughest Bosses can be found in this guide. I can't emphasize this enough: Only look at this guide if you are really stuck.

—Scott "Super Fly" Jacobs and Ben "Andy Kaufmann" Durbin



strat-stats

time to complete: **23 hours**
challenge: **ok for beginners**
still a good RPG? **yes**
here on Xmas Eve: **yes**
special thanks: **Henry LaPierre**

EGM



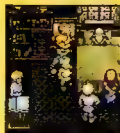
- 1 JESS
- 2 YUSTEL
- 3 NAOMI
- 4 SEPTIMUS
- 5 BEAUMONT
- 6 WENDELL
- 7 GILES
- 8 LUCAS
- 9 BONAIRE
- 10 NADIA
- 11 SIERRA
- 12 GUSTAV
- 13 KLINE

inoA

• You will be staying at Jess' house. You can save here.

• Visit Yustel if you're stuck. She will give you hints, and for 15 coins, she can even show you a map detailing your next stop.

• Naomi's shop sells herbs, elixirs and life vessels. Each time you come back to the city clear out all the grass for money.



door is closed, you do not need to speak with that person.



Sword
Reward at end of Pyramid. Charge attack.



Bomb
Acquired just before entering the Mine.



Iron Flail
Acquired just after Bonaire's dream.



Sand Cape
Found in top-left corner of desert.



Hero's Bow
Reward at end of Kline's Nightmare.



Merman Boots
Found in Coastal Cave. Enable water travel.



This is your first test of skill for the kinds of tasks ahead of you. Enemies, levers, traps, a key and a quest item.

The dungeon level has the items you need to unlock the upper floors.

CARD MANOR

wendell's Dream



Time after time you will be called upon to enter the villagers' dreams to rid them of

some sort of terror. Your first journey into the nightmare realm is on behalf of the old man, Wendell.

• Make sure you open the chest and get the gold falcon. Wendell is in no immediate danger, so you can spare the side trip.

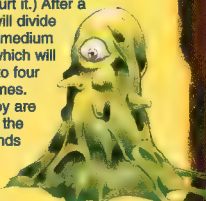


• Right away you will see the nature of Wendell's terrors: He is surrounded by slime monsters. To save him you must first work your way through the maze.

• Flip the levers to shift the stone slabs so that you can travel through the maze.

• If you become trapped, you may be able to kill your enemies to proceed.

• The Boss here is imposing but easy to beat. Strike and move away. (While it is flashing, you cannot hurt it.) After a while it will divide into four medium slimes, which will divide into four small slimes. Once they are all dead, the dream ends and you return.



The mine

After the mine collapses, you must seek out survivors. Don't get your hopes up, though—the mine is overrun with rock dragons, slimes and malta.

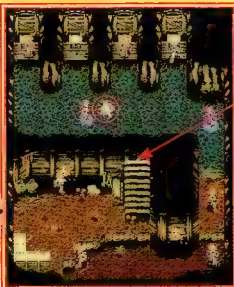


• You will need the mining bombs Jess has created to blast your way into the mine and through certain tunnels. The bombs can also be used to kill monsters, but be careful around the rock dragons. Their fire breath will cause the bombs to explode prematurely.

• There are a number of linked obstacles in the mines. First you will need to find the key that opens the door to the main engine room. Use a bomb to clear the rocks that block the stairs.

• The first key opens the door to the main engine room that controls the mining carts. Once you get this engine running, you can use the mining carts by jumping into them—after that it's all autopilot, so sit back and enjoy the ride. The mining carts will also smash through any obstructions in their way, such as rock slides or monsters.

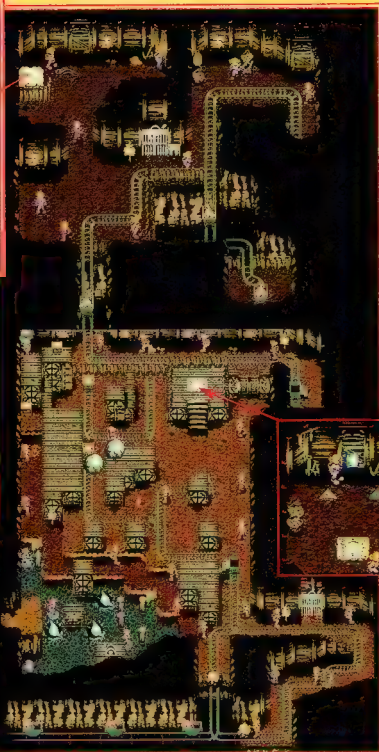
• Switch any levers you see. If there are tracks nearby, watch to see how the track configuration changes.



• There are three engines that you must activate to finish this level. The second engine can be started simply by throwing the switch. The last engine is a little more stubborn—jump up and down on it a few times to make it cooperate.

• If you get stuck, try different switch combinations, and don't be afraid to retrace your steps. Often a trip on one cart will activate a lever or open a passage that was previously off limits, or even open another room entirely.

• There is no Boss to defeat in the Mine area.



The Mine area will have you backtracking many times, but most of the action occurs in this main area. Two keys and a save point are accessible from here.

LARS' CRYPT

When you return from the mine, go back and speak with Jess. He will suggest that you visit Olen's grave with some flowers. The graveyard is just north of the village.

When you hear Lars calling you, head north from the grave.

- The first puzzle of Lars' crypt requires you to pay homage to the spirits of five saints. First, speak with Lars in the northeast room. Return to the main floor and speak to the saints in the correct order. Then return to speak to Lars again, and finally head back down to the crypt floor.

- In the next room, read both plaques, then kill all the enemies. This will extend



the bridge to area B. You can find two Herbs in the chests on the other side.

- Watch the wraiths—you can't hurt them until they materialize. Jump up and drop bombs on the ghouls to kill them safely.

- If you fall into the ghoul pit below, you can either climb the stairs or activate the lift by hitting the right-hand switch.

- Using the lift, you need to activate the trigger plate as well as speak to the statue in this room. This will clear your way to the Orb room.

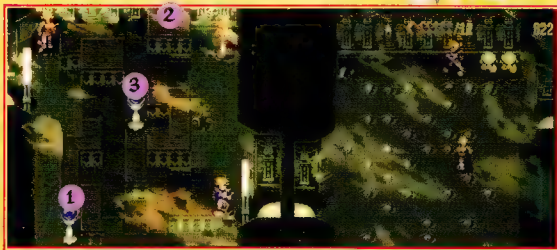
- In the Orb room, strike them in the order EWSN. A saint will appear, issue a challenge to you and then open the gate around the corner to the east.



In order to move on to the next section, you have to extend the "conveyor belts" here.

- First, grab the key in the nearby chest. This opens the door to the north.

- Go through the door into the room with the moving slabs. Work your way over to the barrel and carry it over to the north side of the room. Drop the barrel by the raised platform so that you can jump up and speak to the statue. The statue will extend the moving floor. Take the outside track.



The next puzzle is easy but can get extremely frustrating. The sign outside reads "One step forward, two steps back." This is the key to advancing through this endless loop.

- Start in the room with the orbs. To open the gates, light all three orbs at the same time. This is easiest if you light them in the order shown.

- Advance one step forward to the room with the slimes. Kill all the slimes to open the gate.

- Go two steps back—each time leaving through the west-side door. After your two steps back, your next step forward (east) will take you to face the Shrine Protector.

A Slumber Bummer: Bonaire's Dream

When you return to the village, Bonaire is trapped in a dream and Nadia suffers as well, unable to sleep at all! You must save Bonaire from his dream and take him to see Nadia. The only trouble is, Bonaire doesn't want to be rescued!

- The Dragon orbs activate the red and blue slabs that block your way. When the red slabs are "on," the blue slabs are off, and vice versa.

- Some rocks can be pushed. Move against them to see if they activate another feature.

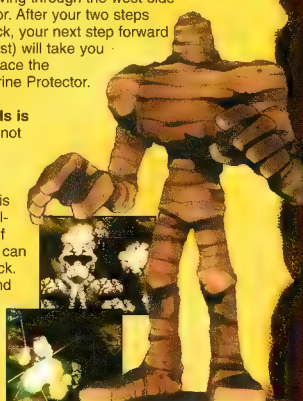
- The Boss at the end of this dream is pretty tough, but you can take her out with a single bomb. Watch her pattern and try to anticipate when she will stop.



The final test of your skills is the Crypt Guardian. He's not too hard to beat but he will keep you on your toes.

- When he roars and lifts his arms, he is preparing a hail-storm of boulders for you. If you are quick enough, you can hit him and disrupt his attack. Otherwise, keep moving and the boulders will miss.

- Lars will reward you with the Ruby Crest, the first of seven jewels you must collect to defeat Melzas.



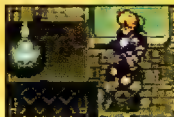
THE DESERT OF DESPAIR

THE STATUES

In the temple, you must find four statues that will open paths for you.

FIRST STATUE

To get to the first statue, exit the main hall to the left and go through the room with the steel balls. Flick the switches and go up the stairs at your right. You will see four plates on the ground with Star, Moon, Sun and Rain emblems. Also in the room are four rocks with those emblems on them. The object is to place the rocks on the correct emblems. To get the star and moon, jump on the stone slab and it will raise you to the platform.



Kill the mummy and pick up the rocks. **WAIT!** Do NOT place the rocks on their plates just yet, you will need them to get the other two rocks. Drop the moon on the floor, then toss the star on the moon. You've made stairs! Now you can get the other two rocks. Place the rocks on the plates.

SECOND STATUE:

To find the second statue, you must solve two puzzles. Walk up the stairs you saw when you entered the temple. Enter either door and place the rocks on the emblems as before. Now walk through the door and you will be in a room with a bunch of eyes: some open, some closed. Walk only on the closed eyes or the doors will slam shut and lock.



As you enter the room, head south on the light-colored blocks. You will see a barrel which you can pick up and use the barrel to bridge over to the door.

- When you walk into this room, you will see the

star block near the star emblem. Don't place it yet! Use the star as a stepping stone to get the other rocks.

- Notice that the sun rock is missing? Don't panic. It is hiding out of sight just behind the platform on the east.

- Exit the room and carefully make your way to the south door in the eye room.

THIRD STATUE

When you get out into the open, walk north and you will see two doorways. Go into the first doorway. You will need to use your Sand Cape to get past some areas. Make your way through and you will end up in the upper left-hand corner of the castle. Talk to the third statue. Then walk back down and enter the second door to get to statue four.

FOURTH STATUE:

Once you enter the second door you will be in a room with three steel balls. You will also see two switches on the floor. You must press both switches together to open the door.

- Go to the top of the room and you will find a pedestal. Push it so that it is in the middle of the carpet and the flowers. Now make your way down the room while avoiding the steel balls. Push the pedestal onto the switch and you can stand on the other one.

- Exit the door into a sand-covered room. You must kill the bees so that a barrel will fall down. Take the barrel and place it at the edge of the stone tower

which is about the same height as you. Jump from the stone paving in the corner onto the first tower. Then proceed toward the



Duck under the sand for safety.

barrel. You can make the jumps but it is very difficult. Once you get to the barrel, you can reach the switch. This will trigger a platform to come down.

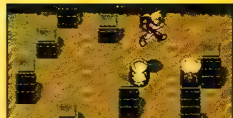
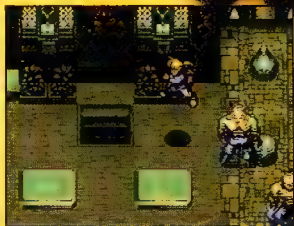
- The lift will bring you to a room with four holes and a lever in the middle. Hit the lever and move over one of the holes. Barrels (if you are lucky) or spikes (if you are not) will drop from the ceiling. You can use the Iron Flail to reach the switch even if you are standing very near the hole. Get enough barrels so that you can make a path across the sand. If you don't have enough barrels after five tries, you will get nothing but spikes from then on so you will need to leave the room and re-enter.

- Once you climb out of this room you will see those familiar rocks again. It looks easy this time but you only have about 10 seconds to place all four rocks or you will have to start over. Once you get it right a chest will drop. Get the key from the chest, then head to the next room to speak with the statue.

- Continue downward until you find a doorway with two red flags. Enter this doorway and you will soon come upon a room with the rocks and emblems. This time the icons rotate and you must time the placement perfectly. Watch the cycle of symbols and drop the rock when you see the symbol that comes just before the one you are holding.

- After you succeed here move on to the next room. Kill all the enemies to receive another installment of the four rocks. Stack the rocks on the plate in this order: rain, sun, moon, star. Then proceed to the Boss area.

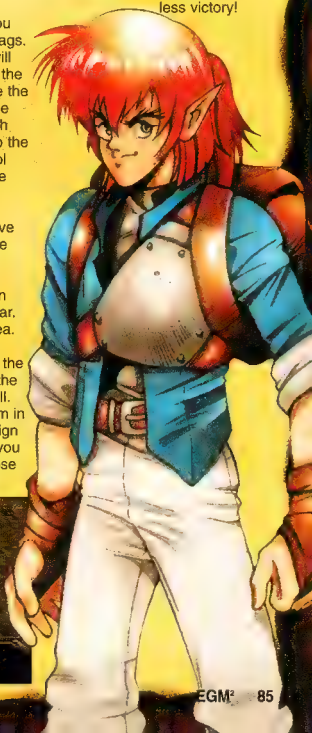
- This room has two holes in the sand-covered floor. Hop into the hole and the four rocks will fall. This time you must place them in a certain configuration. The sign on the wall says "SWEN" so you should place the rocks on those plates in the order they drop:



star, moon, rain, sun. When done correctly, this will start a massive (although harmless) rockslide that will halfway uncover the Shrine Protector. Repeat this process on the other side and you will completely reveal him.

Shrine Protector Strategy

This Boss is very easy to beat. Make sure your Sand Cape is equipped. Get next to the mummy, hit him, then sink under the sand. You cannot be hurt while under the sand. Repeat this until the Boss is dead for a flawless victory!



THE COASTAL CAVE

A close ally of Lars, "Vul" is the keeper of the second jewelled crest and can be found here. Although the crest has already been stolen by the Malta, the Coastal Cave is well worth your visit anyway. Here you will find a Life Vessel, a Golden

Falcon and the Merman Boots. These boots are very important as they allow you to enter watery areas.

- You will need the Iron Flail to smash your way through the many rocks in the cave. Be careful which rocks you smash as you may need them to access hard-to-reach places.

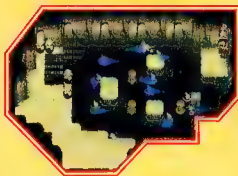
- The opening rooms are very straightforward. To descend to the deeper areas, you must activate the three jewelled pedestals. The order of activation does not matter as long as you get all three. This unlocks the plate that covers the staircase.

- Your next major challenge requires patience and timing. Smash the center post of the two swinging balls so that the balls break free and roll into place along the outside walls. Now you can jump up to the outside ledge and continue on.

- When you reach the wooden bridge, do not switch the lever in the middle of the bridge. It's a trap. However, you should smash all the rocks you find here.

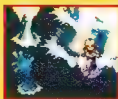


- To reach the key, don't break any of the pots in the room. You can climb up on the pots in order to make the jump to the first island.



- The passageway to the Boss has one final test of skill for you. Jump on the switch plate to release the ball, and ride the rolling ball down the hallway. Switch to the second ball when you can and avoid the spikes. Before the second ball falls into the hole, jump forward onto the raised platform. Next stop: the Water Guardian.

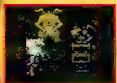
- The Water Guardian is not too bad if you keep your wits about you. Move slowly but be prepared to dodge pseudopods or bubbles. When the Guardian rises up out of the water, dash forward and hit the body with a charge attack from your sword. A few such hits and the battle is yours.



Kline's Dream

Matters with Kline worsen after you return from the cave. Speak to Septimus to bring matters to a head.

- Once you reach the towers, head for the right-hand tower. Inside, maneuver the small rock toward the top of the room by switching the lever post. You must smash through the large rocks by sending the small boulder through them.



- The demons in Kline's dream are able to disappear, but your sword's charge attack can kill them in one blow when they reappear.

- There is a key at the bottom of the center tower. Don't bother picking your way down: Jump.

- Many puzzles in Kline's dream involve pushing the ice pillars into



the proper positions over switch plates. The solution to the first such puzzle is above. The upper-left pillar can slide to the right.

- When you reach the Boss, equip your sword and bombs. The Boss will try to suck you and Kline into its mouth. Stand so that you are between Kline and the monster so that you can keep him from getting swallowed.

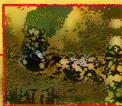
- Each time the monster starts inhaling, throw a bomb. Two bombs will stop it temporarily and give you time to push Kline away.

- If you get too close, you can turn around and attack quickly with your sword. This should cause the monster to stop.

- From time to time the monster will spit out a bunch of slimes. Don't bother trying to chase

them all down. Wait a few seconds, the Boss will start sucking again, including his own slimy allies.

- After you beat the dream monster, you will return to the real world. Unfortunately, it is too late for Kline. He will transform into a werewolf and attack you. Use your sword's charge attack to defend yourself when he lunges. If you have any magic available, use the Blue Scroll.



REPTILE LAIR

This is an extremely important and challenging level. The game seems to shift gears at this point away from puzzles and jumping skills and goes all out with combat.

- Before you enter the lair, make sure you have a full supply of herbs and at least one of each elixir. Your Brown Scroll will come in very handy so make sure you have some Magic Elixir too. If you can afford it, a Life Potion is a must.

- Lizard men come to life from statues. Get out your Iron Flail because it is great for smashing statues. (You can also use your new bowl!)



- Advancing from room to room requires you to kill a lot of lizard men. If you are stuck,

step close to statues, use your Iron Flail or throw some bombs.

- These eight statues can only be destroyed if you hit them while they are pulsing. They will only pulse nine times. If you miss



more than once, you will have to restart the room.

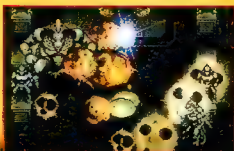
- You have many opportunities to save your game and to replenish your physical strength. The lair has many looping areas so it is easy to sidetrack for a quick save.



- The strategy for Reptilicus Maximus is easier said than done. For starters, he always appears with a number of lizard men of random abilities: some warriors, some archers, some spitters. No matter how many

you kill, more will appear. Your best bet is to try to ignore them as much as possible and work on the Lizard King himself.

- The king has the ability to jump into the air and shake the earth when he lands. Of course, this will stun you and anyone else in the room, including the lizard men. Unfortunately, they always recover first. You can avoid this, of course, by jumping into the air just before he lands.



THE ALTAR TOMB

After going through the tomb, you will come upon a room with four switches that cannot be turned. Head up to the room on the left. In the room there are four warp plates.

Each plate gets a little more difficult as you go along. The bottom-right plate is the easiest, top-right is moderately easy, top-left is hard and bottom-left is the hardest. In each level, you must place the flames on the torches to light the room so you can read the riddle.

BOTTOM-RIGHT AREA:

When you enter the room, jump on the platform and move it toward the left wall. Jump off and destroy the roach splitter. This takes eight hits. Then go over to the other roach splitter on the bottom right and destroy that one. Jump off the platform and kill

any remaining enemies. Once that is completed, pick up the flames and toss them on the torches. When all of the flames are placed, read the stone and walk out. The stone is the first part of the riddle which reads, "The modest one gazes downward in the face of evil."

TOP-RIGHT AREA:

This area takes a lot of patience. You must be quick and accurate too. Take the first flame and line it up with the right torch. Walk to the end of the edge and do a jump toss. Move to the middle right flame and walk to the middle torch and stand on the edge. Toss the flame down. Proceed to the middle-left flame and line up with the left torch and do a jump toss. Take the remaining flame from the far left and jump down from the level. Try not to hit any enemies or you will drop the flame. Now, toss the remaining flame on the farthest unlit torch and you are done. You have about 10 seconds before rain begins to drop from the ceiling which will extinguish the flames. Read the stone and exit the room. The stone indicates that "the finger of accusation points to the left."

TOP-LEFT AREA:
This area is very deceiving. This is the only area where you don't need the flames to light the torches. You do need the flames to burn the thorn bushes. When you enter the room, you will see a flame on your right (leave it alone for now) and two flames on the ledge below you. Drop down in front of the flame on the left but don't drop on the flame. Pick up the flame and toss it on the

thorns to your immediate left. Drop down this ledge and walk up the stairs. Now take this flame and walk back down the stairs and over to the thorn bush on the left. Jump and toss the flame on this thorn bush. After that, walk back up and take the final flame. You must be very careful with this final run. Take the flame and drop down the ledge like you did with the first flame. Walk down to the steps and jump up. When you get to the thorn bush, you know what to do. Walk up a little farther and you will notice a lever. Hit it with your sword and four flames will drop from the ceiling. Read

this message: The light of salvation rises from the east to free from darkness those waiting in expectation."

BOTTOM-LEFT AREA:

This area can be hard if you don't take your time. Not only do you have to avoid falling into the spikes when you carry the flames, you have to be careful of the rain that drips from the ceiling. The raindrops have a pattern and you can notice where they come from due to the shadows. Now you must take your time while jumping. You can place flames on any torch. Just be cautious. When you have placed all the flames, the light fills the room and you can read the stone which says, "The eyes of the pious ones gaze upward in reverence." Exit the area and when you get back to the main room, exit that as well.

Back In the Switch Room

When you are back in this room, you want to look at the riddles and which room the riddles came from. Now you must match the directions with the room you came out of. Thus:

Bottom-right switch Down,
Top-right switch Left,
Top-left switch Right,
Bottom-left switch Up.

Corpse Worm Strategy

Charge up and slash the body first. When the body is completely red or brown, the head is vulnerable. Do it again when the armor regenerates.

Life vessels

Partial List

- 1) In chest in Tarn's Manor
- 2) Buy from Naomi in Inoa
- 3) In Mine just before exit
- 4) Reward at end of Lars' crypt
- 5) Found in Bonaire's dream
- 6) In south shop (buy armor first)
- 7) In Sand Palace before exit
- 8) South of Reptile Lair in swamp
- 9) Coastal Cave before boss
- 10) In third tower of Kline's dream
- 11) In pool above waterfall
- 12) Across bridge in Reptile Lair
- 13) In Giles' nightmare
- 14) On thorn island in Altar Tomb
- 15) Casino for 5 rounds vs. slime
- 16) Casino for 5 target shooting
- 17) Casino for 5 roulette games
- 18) Bought for 15 Falcons
- 19) Bought for 25 Falcons
- 20) Bought for 25 Falcons
- 21) Bought for 25 Falcons
- 22) In church north of Inoa
- 23) In dream of Hide and Seek

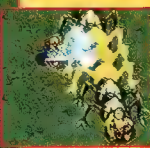
GOLD FALCONS

Partial List

- 1) In chest in Tarn's Manor
- 2) In Wendell's dream
- 3) In Olen's dream (act fast!)
- 4) In Olen's house (before Mine)
- 5) In Mine (to east of save point)
- 6) In Lars' crypt (fall on this one!)
- 7) In Bonaire's dream
- 8) Near third statue in Pyramid
- 9) On rock formation in desert
- 10) On riverbank near Mill
- 11) Hidden room in Coastal Cave
- 12) Behind house by the sea
- 13) Behind rotted stump nearby
- 14) Third tower of Kline's dream
- 15) Below first statue in lizard lair
- 16) Across gap in Giles' dream
- 17) In Mein's dream
- 18) Near pool of water by shop



Strike the body sections first.





WCW

VS.

nWo

WORLD TOUR



strategy talk

Ah, mindless cartoon violence! The stuff that gamers are made of. Say what you will about the professional wrestling phenomenon, this game is *fun* and—dare I say it—the best fighting game available on the N64.

To unlock all the special characters, you need to win the title in each wrestling league. This is fairly easy and mindless work, but well worth it if you can get some friends together afterward and spend some quality time pounding the life out of each other.

There are two paths for you here. You can go straight to the spoiler sidebar for the "cheat" method, or you can pick a wrestler, learn the moves and fight your way through honestly. If you want your title fairly, there's no better choice than "Hollywood" Hogan. A veritable "Conan the Sexagenarian," Hogan has the optimum mix of brawling, technical and submission moves to take you to the title match.

—Benjamin "Andy Kaufmann" Durbin

strat-stats

best overall:
"Hollywood" Hogan
longest match:
1 hour, 13 minutes
biggest wuss:
whoever Andy plays
most fearsome:
Vallas the Hun
honorable mention:
Lil' Petey Whitman

HIDDEN CHARACTERS

There are six hidden Bosses in the game. To open them for play, win the championship of their league. A single loss on your way to the title will put you back at the beginning. Normally this is not a problem, however the secret W3 Super Heavy League will require you to beat every other heavyweight in the game, so a loss along the way can undo a lot of work.

None of the special characters have any inherent advantage over the normal wrestlers.

Depending on the kind of match you prefer to play, some of them are actually worse. Joe Bruiser has no grappling or aerial moves at all—punches and kicks only—but he is extremely effective in a TKO match.

Listed below are just a few of the most effective moves for each of the hidden characters. You can still use the basic moves list on the facing page to pull off all the moves for any given wrestler.



DDP

Must win WCW league

👤👤	🟢	Clothesline
👤👤	🟢🟢	Head-butt
👤👤	🟢🟢	Body Press
👤👤	🟢🟢	Knee Shot
👤👤	🟢	DDT
👤👤	🟢🟢	Choke Slam
👤👤	🟢	Diamond Cutter
👤👤	🟢	German Suplex



Wrath

Must win DCA league

👤👤	🟢	Clothesline
👤👤	🟢🟢	Press Slam
👤👤	🟢🟢	Pile Driver
👤👤	🟢🟢	Power Bomb
👤👤	🟢	Atomic Drop
👤👤	🟢🟢	Back Breaker
👤👤	🟢	Death Penalty
👤👤	🟢	Grapple Dr-Bomb



Black Widow

Must win W3 cruiser

👤👤	🟢	Spin Kick
👤👤	🟢	Web Walk
👤👤	🟢	Head Sickle
👤👤	🟢	Spiderweb Slam
👤👤	🟢	Venom DDT
👤👤	🟢	Snap Suplex
👤👤	🟢	Death Coil
👤👤	🟢	Widow's Press



Randy Savage

Must win NWO league

👤👤	🟢	Clothesline
👤👤	🟢🟢	Yo-yo Slap
👤👤	🟢	Small Pkg.
👤👤	🟢	Flying Elbow
👤👤	🟢	Atomic Drop
👤👤	🟢	Pile Driver
👤👤	🟢	Power Bomb
👤👤	🟢	Rev. Bridge Pin



Glacier

Must win IUGP league

👤👤	🟢	Drop Kick
👤👤	🟢	Tackle
👤👤	🟢	Press
👤👤	🟢	Tombstone
👤👤	🟢	Neck Breaker
👤👤	🟢	Cobra Twist
👤👤	🟢	Gyro Kick
👤👤	🟢	Full Nelson Suplex



Joe Bruiser

Must win W3 heavy

👤👤	🟢	Right Cross
👤👤	🟢	Left Cross
👤👤	🟢	Right Uppercut
👤👤	🟢	Left Jab
👤👤	🟢	Head-butt
👤👤	🟢	Big Uppercut
👤👤	🟢	Stomp
👤👤	🟢	Front Kick

GENERAL STRATEGY

• Every match should start off with a good brawl. This is the fastest way to wear down your opponent so you can fire off the really cool moves.

• Lead off with a charging attack as soon as the bell rings. Once you knock your opponent down with a strong attack, stand 'em up and knock 'em down again.

• A word of warning: Some wrestlers seem resistant to brawling attacks (Rick Steiner, for example). If your opponent blocks a lot of your attacks, switch to grappling right away before he counters.

your attack and goes on the offense.

• Grapples are the most varied and interesting attacks. Each wrestler has a unique move list and different button combos for performing moves. However, the button combinations stay consistent no matter what wrestler you choose, so any of the basic button combos will do something interesting.

• At the beginning of the match use Weak Grapples, which can be executed quickly. When the opponent is groggy, go with Strong Grapples and/or Rear Grapples. Turn them around, get a Strong Grapple and tap A or B. Rear attacks do the most damage.

• Once you've figured out how to take your opponent to the mat, throw some punishment on your helpless victim. Most of these moves are submission holds and can end the match very quickly.

• Remember: Special moves do more damage, and are usually pinfall or submission moves as well.

Use the R button to block and counter attack.

SPOILER!

Step One:
When the bell rings, press and exit the ring.

Step Two:
Press to drag your opponent out of the ring.

Step Three:
Run around the ring using the button. Move so that you are on one side of the ring and your opponent is on the other. It will not work at the top or bottom of the ring, only on the sides.

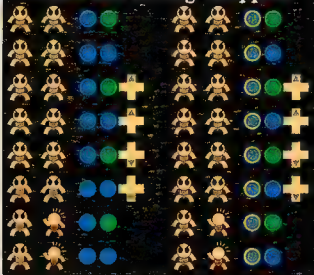
Step Four:
Climb to the apron and wait until your opponent is counted out.

Whip-to-Ropes

begin with:



Weak and Strong Grapples



Punishing Maneuvers



*results will vary

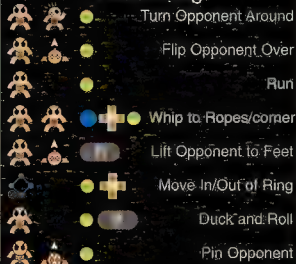
Crowd Pleasers



Brawling



Positioning



WCW NITRO

system
publisher
developer

PlayStation
THQ
Inland

strategy talk

The gameplay isn't as good as WCW vs. NWO, but WCW Nitro is pretty fun nevertheless. Unlike its N64 counterpart, this version boasts a lot of "official" images, sounds and characters.

The most interesting feature of this game is the sheer volume of hidden characters. They are easy enough to release—each time you beat the game with one character, you release the character in the next tier (see chart at right).

As for strategy, there's not much to it. Pick any maneuver that will knock your opponent to the mat—the Pile Driver is a good choice. Then simply walk up to your downed opponent and use the Stomp maneuver until he/she has no energy left. Pick 'em up, give 'em another Pile Driver and pin 'em. Sometimes he/she will kick out and you'll have to give him/her another Pile Driver, but he/she never escapes twice. This works even on hard difficulty settings.

—Benjamin "Andy Kaufmann" Durbin

strat-stats

matches played: **over 300**
challenge: **none at all**
best move? **"Cheap Shot"**
weirdest: **Emilio Estevez?**
fastest match: **28 seconds**

Moves List

Moves are performed by positioning both wrestlers correctly and then pressing the proper combination of keys. The move chart shows the correct positions of the wrestlers and the buttons to press. Certain moves are available only to certain wrestlers—these moves are shown on the facing page.

Character Roster

This roster shows all 64 (normal and hidden) characters, in the order they are released. In order to unlock a character, you must beat the game with a higher level character. The first tier, the

standard characters which are always available, must win 10 matches to beat the game and unlock the character in the second tier. The second tier character must win five to unlock the third tier, and the third tier must win three matches to unlock the fourth and final tier of characters. The first two tiers are full of wrestling celebrities; tier three has goofy characters and tier four has the developers.

Basic Moves

	Pile Driver		Punch
	Hip Toss		Chop
	Head Flip		Kick
	Basic Suplex		Drop Kick
	Vertical Suplex		Elbow Drop
	Back Breaker		Leg Drop
	Body Slam		Knee Drop
	Ab Stretch		Stomp
	Lift to Feet		Clothesline
	Head Scissors		Spin Kick
	Frankensteiner		Elbow
	Overhead Slam		Chop
	Foot Choke		Knee
	Then Repeatedly Ten Punch		Splash
	Throw out Ring		Flying Elbow Drop
	Throw to Ropes/TB		Flying Leg Drop
	In/Out Ring up on TB		Flying Knee Drop
	Drag		Flying Drop Kick
	Pinning		Power Bomb



Ric Flair has two great moves in his arsenal.



Character Roster

OK, so where's Charlie Sheen?

The absolute coolest row of characters.

Malenko is a superb technical grappler.

The Outsider's Edge is difficult to stick.

The Scorpion Death Lock is a good closer.

Buzz has one of the best wrestling rings.

Big Back Hits: good family fun—like Santa!

What a freak show lineup.

Fake blood gets my fur all gooky.

But why do they have the same move list?

Small, but can throw you over the top rope.

Giant isn't as effective as he should be.

Hate to be the guy following the clown.

Macho, babe, macho... FUSH?

Suffer through Nash to play Jimmy Hart.

Try some of Syxx's moves with Konnan.



"Hollywood" Hogan



"Hollywood" Leg Drop

Big Boot

Knee Bashes



Chris Benoit



Flying Head-Butt

Double Arm Clothesline

German Suplex



Ric Flair



Figure Four Leg Lock

Nature Boy Chop

Cheap Shot



Giant



Choke Slam

Choke Lift

One-Hand Pancake



Sting



Scorpion Death Lock

Stinger Splash

Reverse DDT



Kevin Nash



Super Power Bomb

Choke Lift

Side Suplex



Lex Luger



Torture Rack

Diving Clothesline

Atomic Drop



Scott Hall



Outsider's Edge

Snap Ab Suplex

Head-butt



Alex Wright



German Suplex

Side Pancake

Reverse Arm Flip



Booker T



Big Back Hits

Harlem Flip

Scissor Kick



"Macho Man" Randy Savage



Flying Elbow Drop

Atomic Head-butt

Face Smash



Stevie Ray



Big Back Hits

Harlem Flip

Scissor Kick



Dean Malenko



Texas Cloverleaf

Snap Suplex

Back Pancake



Diamond Dallas Page



Diamond Cutter

Spinning Back Splash

Reverse Side Suplex



Eddie Guerrero



Frog Splash

Spinning Head Scissors

Torso Flip



Syxx



Buzz Killer

Power Slam

Back Suplex



system
publisher
developer

N64
Sunsoft
Japan Supply Sys.

strategy talk

What do you get if you morph Yoshi's sticky tongue ability with the 3-D adventuring of Super Mario 64?

The result would likely be something close to this game, a whimsical adventure that features four little chameleons warped into another world. Their only weapons: long tongues controlled by the analog stick, that can grab enemies, reach new areas and help them jump.

Plus, the game has a multiplayer Battle Mode strongly reminiscent of Bomberman—however this time, the goal is to knock opponents out of the playing field.

In all honesty, this game is rather easy to beat—there are only six stages to plow through. This strategy guide is geared more toward helping you find all the crowns in each of the six levels, as well as beat the Bosses quickly. Most of the crowns are easy to find, but there are several tricky ones.

—Nelson "Roddy Piper" Taruc and Carey "The Undertaker" Wise

strat-stats

time to twist away:

two days
maps drawn to scale?
no, but close enough
fave chameleon:

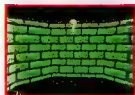
yellow (on Prozac?)
worst feature:

no 1P Battle Mode
my kewl NU protegee:
Naïla-Jean Meyers

Chameleon TWIST

Twister Top Tips

■ **If you don't like** reading instructions, note this: You only need to find 20 crowns in a level to earn the big crown.



■ **The tongue stand** (Z button while standing still) is a good way to move the camera to check for hidden

crowns. Combine this with the zoom-out camera controls to get a maximum view.

■ **Throughout this strategy** are several references to a Pole Vault Jump, which essentially means hitting the Z button while running, then catapulting in the air.



■ **Save hearts** If you're maxed out or close to max. You can always go back to get them if you're getting slammed in a specific area.

■ **Remember that a life** is the equivalent of one heart. That said, it's OK to get a crown and die to save time—the crown will still register as being retrieved!

MAD SKILLZ

The default time to beat each level is 30:00. But if you ignore all crowns and foes, you can beat them in less than 5:00!



You might miss this crown the first time around because it's well hidden behind some foliage.



The first Boss is ridiculously easy to beat. Suck in the birds and shoot at his head. Repeat this process until he's knocked over the edge.

WARNING: SPOILER INFO! READ AT YOUR OWN RISK!

Jungle Land (X 25)

Overall, this level is a breeze. Most of the crowns you might miss are before the cave.



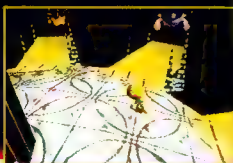
The most secret crowns in Jungle Land (two of 'em) are hidden behind the waterfall.



Both these crowns are hidden from plain view. In general, zoom out and rotate the floating camera to find where any crowns might be found.

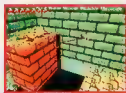
After Beating the Game...

You can find at least 141 crowns in the entire game, which opens up a hidden level. Sadly, there doesn't seem to be more secrets after that, other than racking up the best times/tries for each of the six levels—which again, apparently doesn't open anything else up. If you find any other endings/secrets, let us know by e-mailing us at egm2@zdl.com.

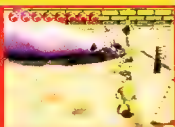




To get these crowns, use the pole. Run left and Pole Vault up in the air. Near your apex, press B to grab the pole. Finally, Tongue Spin around!

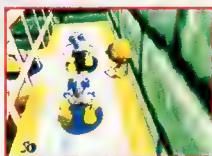


The second boss is a little tough. Tongue Spin to knock him out. Then shoot the wall and slide out a door. Avoid the spin attack by running alongside the edge of the ring away from her.

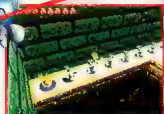


MAD SKILLZ

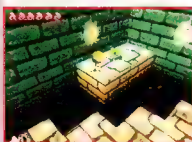
You don't have to eat the ants to get past them! If an ant line is next to a wall, you can hug the wall and walk alongside the ants without getting hit.



Because of the odd camera location in this room, you may not see the crown in the lower right-hand corner. Use the tongue to clear away four or five ants, then move into the empty space they create and march right along so you don't get hit.

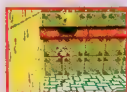


You might miss this because of all the ants that seem to swarm at you. Avoid most of the hits by going to the upper-left or right corner of the room; keep jumping in place until the ants stop coming. Then it'll be clear to get the three crowns.



Ant Land (X 25)

This level shouldn't be too hard unless you're trying to get all the crowns. The Boss is one of the game's toughest, but still rather easy.



Look high up to find two gold crowns on pipes. Pole Vault Jump to get them.

To get some crowns on this level, destroy all the floating white creatures in a given room by shooting bombs at them. Two examples are pointed out here.



Also, exploding creatures can clear out red squares into yellow ones you can safely walk on (see above).



A difficult pole vault jump must be done here. Start near the exit and run south. Jump near the middle.

Bomb Land



(X 25)

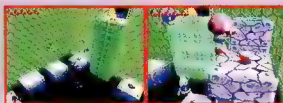
It should've been called homing missile land, because that's what the enemies do. Those missiles will be needed to destroy enemies and blocks—both ways will reveal crowns! Overall, this winds up an easy level apart from some difficult jumps.

Grab bombs this Boss spits are thrown can hit it. A straight line, sidestepped the boss and shoot at its torso. Don't walk away, stay right where you are.



MAD SKILLZ

Worry more about shooting cannons than falling plants. You can afford to stand and wait for a cannonball to pass before running on. This tactic will help you get all the crowns without dying.



These are the only two rooms you must enter twice—first to get the crowns (one in each room is hidden under a stack of blocks), the second to exit. Only blow up the blocks you need to make the stone "stairway" to leave.



Do not fall to get this crown because you'll miss it! Jump near the edge so you land on it.



This is the first level that forces you to master the **Reverse Pole Vault Jump**—the only way to get to a platform directly above you:

1. Stand at the edge below the platform above you (see to get to (see above)).
2. Run away from the edge, then immediately...
3. Pole Vault Jump. If done right, your tongue bends back (see below) so you...
4. Can Catapult Jump up to the higher platform! No easy feat...



Use the poles to drift to the left side of the sand slide to grab this crown. See **Mad Skillz** for extra information.



What's a joke of a boss: shoot him with the small bugs that pop up in his wake when he stands still:



MAD SKILLZ



Don't restart the level if you miss the two crowns on the huge Sand Slide! If you mess up, jump off to one side of the end of the slide. You'll die, but it'll put you back on the slide. Tongue Spin to move farther back (you'll die again). Repeat this two or three times to return to the Sand Slide halfway point!

Don't panic! If you're on the wrong flying carpet when this crown comes around. You can still grab it by standing on your tongue (Z button) and jumping straight up (see picture for an example).



Desert Castle (X 24)

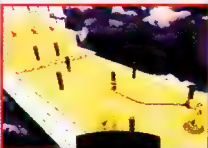
It's tough only if you plan on getting all the crowns—some crazy tongue/jumping skills are needed. Don't panic on the jumps and you should be fine. By the way...where's the castle?

One of the toughest crowns in the game to get is this one. First, Pole Vault Jump up to this point (see above). Next, stick your tongue out to the post and spin. You'll fall and die unless you draw your tongue in the right way; see the diagram below for the proper way.



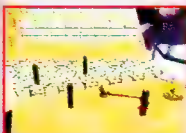
Reverse Pole Vault Jump to retrieve this otherwise hidden crown.

This area may seem intimidating at first, but repeated tongue sticking to the poles can easily set you on the right line to grab the crowns here.



Getting this crown

is best done via a Tongue Spin since the sand is constantly moving. First, use your tongue to get next to the pole to spin on. Then drift toward the edge—but before falling, stick out your tongue, then spin to the crown.



The Rest of the Game...

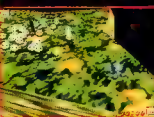
1P WIN



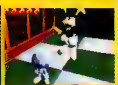
Lost in all the hoopla over the one-player adventuring in Chameleon Twist is the multiplayer Battle Mode. (Sadly, there are no computer opponents, so all the fighting is human-to-human.) From a strategy standpoint, there aren't too many useful tips:

1. You don't need to shoot to kill. Merely using your tongue to hit foes can knock them off the edge.
2. Watch your starting position: You might fall and die if you mix up which character you have!

Each of the eight battle tracks has a unique layout.



Beating the best times in the Training Mode is a piece of cake after beating the game. Still, no secrets seem to be unlocked after that's accomplished. So is it worth it? Hmm...



Official U.S. PlayStation Magazine

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Kids Land



Skillwise, this is likely the toughest level in the game; precise tongue spinning is crucial here.

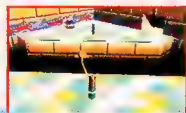
These crowns

are up high. Get the first via a Pole Jump; stand on the poles and use your tongue. An elevator gets you to the other crown.

To get both crowns, you must master the reverse Pole Vault Jump to get onto a moving platform. See Level 4 for more details about how to do this jump.

MAD SKILLZ

Avoid using the floating camera while on the moving platforms. The movement makes the camera wig out in some rooms.



Eat all the invisible cookie monsters here for this hidden crown.

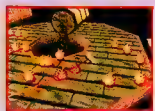
This Boss is literally a cakewalk. Just grab the enemies inside the cake when it tips over. Keep running away from the shadows to avoid the strawberry bombs falling overhead.



The final Boss has two forms. Hit the eight colored balls on the Boss' arms with your tongue to beat the first. Kill the second form by hitting it with as many white pellets as possible in one spit-out. Do this at close range to maximize the number of hits.



Do not jump when in this room! Just use your tongue to clear out any fires in your way.

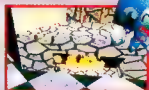


MAD SKILLZ

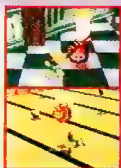


To get across the room with the rotating hallway, run diagonally forward-left just after the window holes pass. Switch views to look ahead. When the holes approach, jump up and left and keep running.

This crown is so obviously hidden, you might miss it the first time around. Look behind the fireplace—walk carefully to avoid getting hit by the flames.



Secret crowns appear in these two rooms after all enemies are killed. Never "wake up"



more than one enemy at a time! Face one dead on, get it to shoot fire, then jump with your tongue stuck out. You can grab the fire and shoot it back while in midair!



Reverse pole vault jumps at the left door will get you to the top of this library room.

50 crowns are needed to play pool in this room and get a new crown!



Ghost Castle

(X 23)

It's pretty easy for a final level. My question: If it's called a Ghost Castle, where are all the ghosts?

ELECTRONIC GAMING and EGM² MONTHLY

have 3 BONUS magazines coming your way this fall!

Hey Gamers!

This time of year there are so many cool games coming our way it's hard to find enough space to tell you about 'em all. That's why we have EGM and EGM² special issues like the 1998 Video Game Buyer's Guide, Guide to Sports Video Games and Video Games for the Nintendo 64. Although these mags are created by your favorite EGM and EGM² editors, they contain lots of information not found in the pages of EGM and EGM². Let me tell you a little about each...

1998 Video Game Buyer's Guide

Put together by Dan Hsu and the rest of the Review Crew, this mag tells you our pick for this year's best system and which games you should buy! We also have our Good, Bad and Silly look back on the gaming industry, along with a massive trick index and game review chart with over 1,300 games listed and rated! Plus, go behind the scenes with Shigeru Miyamoto on the future of Nintendo, and take a top-secret look at the world of video game-controller design.

Video Games for Nintendo 64

Written by brand-spankin' new Review Crew guy (and Nintendo-book veteran) John Ricciardi, this mag has everything you've ever wanted to know about the N64. It's packed with reviews of all the new N64 games, previews of more than 20 hot new titles, a huge tips-and-tricks section and—best of all—strategy guides for all of your favorite games. John just got back from Japan with the latest Nintendo news, and he's itchin' to unload it all in this special issue.

Sports Video Games

Tired of watching the other team make all the big plays? Want to know which sports games you should even bother playing? EGM's guide will satisfy all of your sports-gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the ultimate sports titles. Watch for the huge Madden 64 behind-the-scenes blowout and an interview with legendary Q-back Brett Favre. EGM's armchair jock Kraig Kujawa is writing this sucker, which focuses mainly on football, basketball and hockey titles. Watch for it!

Crispin Boyer

EGM Review Crew
Features Editor



1998 VIDEO GAME BUYER'S GUIDE

On Sale Nov. 11, 1997

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GRADING OVER

Quan Chi

Quan Chi is a tough adversary. Your best bet in taking him out is Neck Kicks. Keep jumping back and forth over him and you'll nail him every time. Just when you think you've defeated him, an unexpected ally shows up and finishes him off.



Jaataka kills Quan Chi, and begs to be taken out of the realm. However, fate intervenes and Shinnok kills her with a bolt of energy. The final fight begins!



Final Victory



A sudden appearance by Raiden leads the ninja to ask questions about his soul. Raiden explains to Sub-Zero that he must choose his own path, whether it be good or evil. With these words of wisdom, the god leaves.

Sub-Zero approaches his master, who congratulates him. A stranger is in the room—a man named Shang Tsung. He invites Sub-Zero to participate in a contest known as Mortal Kombat.



Shinnok

Shinnok is protected by the amulet he wears. Any attack at him will cause no damage. The way to beat him is surprisingly easy, yet it's easy to pass up on.

First, wait for him to toss a fireball at you. At this time, freeze him. Then run backward and into the teleporter. When you appear behind him, freeze the god again. Then use the grab (L1) to get the amulet from around his neck. Out of fury, Shinnok transforms into a demon. Just run out through a teleporter to win the game.



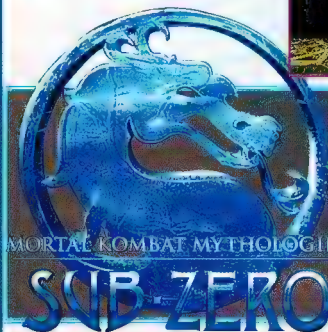
Run away from the demon, and go into the teleporter.

General Strategies

There are two types of enemies: man-sized or larger. All man-sized enemies are susceptible to Neck Kicks. You can keep doing them until your opponent is dead. The larger foes can all be nailed by running up to them. First start with a High Kick, then slide between its legs. Repeat this over and over until your

opponent is defeated. Do not bother with your special moves. They take too much time to pull off. This gives opponents way too much time to act against you.

TIME TO COMPLETE
two hours
DIFFICULTY
frustrating but easy



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ELECTRONIC
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Next Month

EGM²

March 1998

In EGM's March issue, we'll unleash the next installment of our Resident Evil 2 strategy guide. It'll show you how to finish the rest of the game—and stay in one piece! RPG fans should look forward to part two of our Alundra strategy, covering all the puzzles and items found in later chapters.

And don't forget: Yoshi! (As if any one of us could forget that sweet-looking dino.) EGM² will begin its blowout of the much-anticipated Nintendo 64 game Yoshi's Story. Rounding out the issue will be guides for Dead or Alive, Fighter's Destiny and Skullmonkeys—just to name a few!

Feature Story



We're calling out to you to prevent him from crossing to the blackness of War.



There are lots of dangerous foes waiting to devour the too-cute dino Yoshi!

EGM² continues its mail- (and hand-) biting strategy guide on the sequel to Resident Evil!

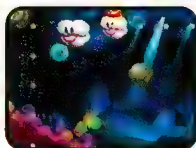
ELECTRONIC GAMING MONTHLY

March 1998



The only event bigger than the Oscars or the Super Bowl—The EGM Editors' Choice Awards.

Feature Story



Finally, EGM gets their hands on the popular dino, Yoshi's Story.

The year 1997 was a great time for next-generation gaming. Now that the last games of '97 have arrived, dress up in your tux, because it's time for the 1997 EGM Editors' Choice and Reader Awards. We're sure you can guess some of the obvious winners, but there will be a few surprises.

The next few months promise to be landmark ones for gaming. Kicking off the tidal wave is Resident Evil 2, which we will review, in addition to major coverage on the N64's Yoshi's Story. Also look for reviews of NBA in the Zone '98, Nagano Winter Olympics (N64/PS) and Winter Heat (SAT).

Official U.S. PlayStation Magazine

March 1998

Next month, check out some killer previews and reviews by the authority on PlayStation games: OPM. Look for reviews on Capcom's Resident Evil 2, Crystal Dynamic's Gex 2, Activision's Pitfall 3D plus much more! In addition to our review of Resident Evil 2, we'll have a super-

strategy extra on the horror sequel that will leave you victorious. As always, we'll have the latest domestic and international news as well as the coolest GEAR available for your PlayStation. All this and a brand-spankin' new demo disc are coming soon in the March issue of OPM.

Feature Story



Now did we rate Resident Evil 2 and Gex 2? Find out in OPM's next issue.



Next month's demo includes Bloody Roar, Tomb Raider 2, Resident Evil 2, Alundra and more!

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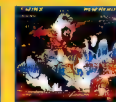
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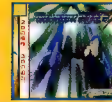
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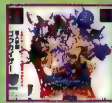
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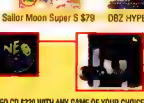
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Earthworm Jim 3D
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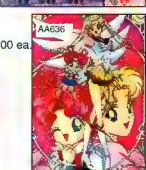
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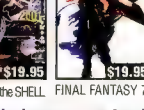
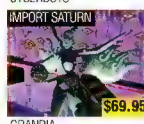
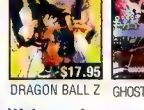
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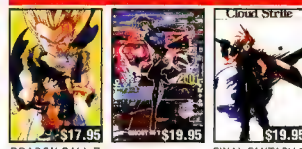


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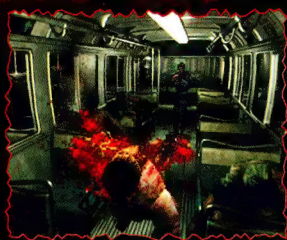
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